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KI2

In the Arcade now.
What's new. Who's back.



IN-DEPTH

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- + Mega Man X3

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DKC 2 TIPS**

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DRAGON QUEST VI**

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A glass jar with a metal clasp lid is filled with dried, pressed toenail clippings. The clippings are layered, with a darker, more textured layer at the bottom and a lighter, more fibrous layer on top. The jar is set against a blurred background of other similar jars, suggesting a collection. The lighting is soft, highlighting the texture of the clippings.

NOT SINCE YOUR PRIZED COLLECTION OF TOENAIL CLIPPINGS
HAVE YOUR FRIENDS BEEN SO TERRIFIED OF YOU.



...and you'll get a special guide
with lots of screenshots from the
new game. This issue also includes
special reports, and more special
subscriptions. You'll also be getting Super Mario
Kong Country 2 Player's Guide. And you'll get
more fun-raising for the chunky King of the Hill.
There are moves you can do with Super Mario
that you'll only learn from the magazine. Master
Power. You'll get all the extra tips that will help you
find bonus areas and programmer comments. We
reveal hidden secrets. Plus, you'll get your chance
to make you king of the jungle. Now, call today for
your subscription to Nintendo Power. It's only
\$18 bucks a year, but with the very latest
technology and usually 16-bit software, you
don't want to be left behind and unskilled. Nintendo
Power brings you the most extensive Nintendo
video game coverage in you can choose the issues
that are right for you. Plus, no other mag will have
the info from the inside on the NU 64. Not that
Nintendo Power will be there with revolutionary
NU 64 graphics, and will clue you in on every game
available for the new system. So,
put down the clippers, put your
sock back on, and fill out the
card below, or just call for the
latest issue of Nintendo Power. It's
time to get a new hobby.



Scrape up your quarters and hot-foot it to your local arcade—but not before taking a long, hard look at this month's exclusive coverage of *KI 2*. We'll let you in on new moves that'll give you the winning edge!

10

KILLER INSTINCT 2

Just when you thought you had all the combos and combo breakers down, all the slappies and slo-mos mastered, *KI* returns in a killer arcade sequel that debuts in several cities this month. Most of the cast is back, but there are some new contenders on the horizon. See who's new and who's history in this month's revealing eight-page extravaganza. Only we can reveal the new characters. New backgrounds. New animation. And new, killer techniques. If you head for the arcade without reading up first, you'd better take lots of quarters—you never know who else gets *Nintendo Power!*



TOY STORY 34



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Woody and Buzz take it out on the Super NES! This month's 16-page review features complete maps that take you to infinity and beyond!



74 NESTER'S
FUNKY BOWLING
MEGA MAN X3 18



PLAYER'S PULSE

I Like You Just the Way You Are

I would like to say I love your magazine! Your mag is awesome, and one of the reasons I wanted a Super NES instead of a Sega system was because Sega doesn't have a monthly magazine full of hot tips. (The other reason is that the Super NES is way better!) Well, I can't wait to get my new Nintendo Power!

Christopher Bertanica
Skaneateles, NY

Want More Bombers!

Since every year things change about Nintendo Power, here are some general suggestions to make the mag even better:

1. More comics.
2. No comics. (Nintendo Power is a video game mag, not a comic book.)
3. A totally new Player's Pulse section: remove all the garbage about Halloween costumes, dogs reading, cakes that look like Game Boys and all the other really lame stuff like that.

Dave DiRienzi
Baltimore, MD

Go-Go At You

I would have to question you on the quality of your magazine—it sounds like it's written for preschoolers. Now it used to be good, but it has gotten way worse since when it was started. I mean it used to be cool, but now it sucks! You people only print letters "for" your magazine and never print anything "against" it or anything that says this or that sucks. You guys have your eight-year-old readers eating right out of your hands, and I hate it! I'm sure the only reason Ogre Battle rates so low in the Power Charts is because it's too complicated for your eight-year-old readers—I've played and passed

all the highly rated role-playing games in your magazine and Ogre Battle beats them all, especially EarthBound.

Charles Summers
Waco, TX

Where on the Web is Diddy Kong?

Is the Nintendo Power Source site on the World Wide Web as good as the one on America Online?

Edward LaRivic
Clairmont, Alberta

NCAGroff, our online honcho, says: "We've recently revamped and jazzed up our Web site. You'll want to check out the special pages for Donkey Kong Country 2, Diddy's King Quest, as well as pic and news on the NU 64 and lots more cool stuff! But don't take our word for it. Zip to WWW.NINTENDO.COM and make up your own mind!"



Background
Peter D'Agostino—Shawn Kelly III
James Rodriguez—Coleman III
Bryce Olson—Bradford B.
Loren Kuo—Lyle Clarke II

For PC

Merch—Barnard III

Comic covers by Evolution

Andy Lakoff—D. Williams II Berwick PA

Roby White—Bridgette KS

Larry Galt—Lee Hayes III

Kevin Lee—Robert III

James Carter—Cyrus III

Light covers by Evolution

Dave Dean—Dirk Keating III

Kevin Olson—Lee Hayes III

POWER CHARTS

The long-awaited launch of Donkey Kong Country 2 nudges Killer Instinct from the top of the charts after four months of unchallenged domination. Do you beg to differ? Then write down your numero uno game on the Player's Poll response card at the back of this issue and send it in!

THE SUPER NES TOP 20

RANK	GAME	COMPANY	WEEKS	TOTAL*
1	DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	Nintendo	3	4
2	SNW2: YOSHI'S ISLAND	Nintendo	5	5
3	DONKEY KONG COUNTRY	Nintendo	7	16
4	KILLER INSTINCT	Nintendo	1	8
5	CHRONO TRIGGER	Square Soft	2	7
6	THE LEGEND OF ZELDA: A LINK TO THE PAST	Nintendo	6	49
7	MORTAL KOMBAT 3	Williams	4	5
8	FINAL FANTASY III	Square Soft	9	14
9	EARTHWORM JIM 2	Playmates	11	4
10	SUPER METROID	Nintendo	8	22
11	SECRET OF EVERMORE	Square Soft	10	5
12	EARTHWORM JIM	Playmates	—	15
13	NHL '96	EA Sports	15	3
14	SUPER MARIO KART	Nintendo	14	35
15	MEGA MAN X3	Capcom	20	2
16	JUDGE DREDD	Acclaim	—	2
17	KEN GRIFFEY JR. PRESENTS: MLB	Nintendo	16	22
18	MORTAL KOMBAT II	Acclaim	17	16
19	EARTHBOUND	Nintendo	19	8
20	SECRET OF MANA	Square Soft	—	14

MOST WANTED

1. Nintendo Ultra 64
2. Killer Instinct (NU 64)
3. Super Mario RPG
4. Donkey Kong Country 2: Diddy's Kong Quest
5. Cruis'n USA (NU 64)
6. Mortal Kombat 3 (NU 64)
7. Doom (NU 64)
8. Virtual Boy
9. Robotech (NU 64)
10. Chrono Trigger

GAME BOY TOP 10

RANK	GAME	COMPANY	WEEKS	TOTAL*
1	DONKEY KONG LAND	Nintendo	2	13
2	THE LEGEND OF ZELDA: LINK'S AWAKENING	Nintendo	1	34
3	TETRIS	Nintendo	—	40
4	KILLER INSTINCT	Nintendo	3	3
5	MORTAL KOMBAT 3	Williams	4	2
6	WARIO LAND: THE GREAT WARIO 2	Nintendo	5	19
7	DONKEY KONG	Nintendo	—	20
8	SUPER MARIO LAND 2: A GOLDEN LEGACY	Nintendo	7	3
9	METROID II: THE POWER OF SMOOZE	Nintendo	6	50
10	GALAGA/GALAXIAN	Nintendo	—	4

SPAIN'S Top 5

1. KILLER INSTINCT
Nintendo
2. DONKEY KONG COUNTRY
Nintendo
3. BILBAO FOREVER
Acclaim
4. ILLUSION OF GAIA
Nintendo
5. HAGANE
Square Soft

Judging from their list of favorites, Spanish gamers are pretty much simpatico with their Stateside counterparts. The surprise is Madrid's exotic for Hagane, Hudson Soft's sleek/cyborg superhero. Anyone for a bit of old-school stealth?

THE VIRTUAL BOY TOP 5

RANK	GAME	COMPANY	WEEKS	TOTAL*
1	WARIO LAND	Nintendo	1	4
2	GALACTIC PINBALL	Nintendo	2	4
3	MARIO'S TENNIS	Nintendo	4	4
4	NESTER'S FUNNY BOWLING	Nintendo	NEW	1
5	RED ALARM	Nintendo	5	4

LETTERS, CONTINUED...

VIRTUAL CAMPER



Recently, I went on a rather boring camping trip with the ol' family. Thank God I had my Virtual Boy. When things got really dull, I just found myself a comfy little place on the ground and took VB out of my backpack. Portable and 3-D. Gotta love it!

**Gene Shevchuk
Matawan, NJ**

Too bad those mosquito bites aren't virtual too, eh, Gene?

Controller Query

I read your Sept. '95 issue (Volume 76) and you asked us readers how we like Virtual Boy. I think it has great image and all, but I hate the controller! It would've been better if it had one directional pad instead of two. But that's my only complaint. For the rest of it, it's great!

**John Ha
Erlat, NJ**

We talked to Mr. Mantani, who designed the Virtual Boy controller. He listed three reasons for a second direc-



tional pad on the right instead of a set of buttons. 1) The left pad controls left-right and up-down movement, while the right pad controls back-and-forth movement. After all, this is a 3-D system! 2) When you're caught up in the heat of virtual play, it's easier to recognize a directional pad than a set of buttons. 3) The second directional pad provides greater control over very complex movements, such as a tank with treads and a swiveling turret. Games exploiting this capability haven't been developed yet, but Nintendo designers expect they will, and always like to give players the tools they'll need for maximum fun.

Made from the Best Stuff on Earth

If the Sega Genesis and the Super NES are both 16-bit

systems, why couldn't the Genesis handle a game like Donkey Kong Country or Killer Instinct? Aren't games for both systems made of the same stuff?

**Evan Jacobs
Wyndmoor, PA**

Sure, games for both systems are made of programming code, but the similarities end there. Richly rendered games wouldn't look quite as groovy on the Sega Genesis because that system only supports 64 different colors at once, while the Super NES supports 256 colors. Making things even tougher for Sega is the fact that Nintendo has an exclusive deal with Rare, the maker of DKC, DKC2 and KL. You'll only see those games on Nintendo systems. Of course, if you really have a thing for hedgehogs, you know which system to get, right?

WRITE AWAY RIGHTAWAY!

We've recently made some changes in the look of Arena. What do you think of them?

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Callers under age 18 need to obtain

parental permission to call.

POWER LINE

1-206-885-7529

Lots of pre-recorded help:

Any Super Mario game for the Super NES or NES, including Yoshi's Island. Also any Zelda game, Killer Instinct, Mortal Kombat 2, Mortal Kombat 3, Garfield, Shogun of Asia, Super Mario, Secret of Siamon, Breath of Fire, Breath of Fire II, Dino a Trapp, Food Frenzy III, Donkey Kong Country, Donkey Kong Country 2, Donkey Kong Land, and Super Famicom Duff!

Also:

News about hot new games, the N64 & other cool stuff!

This call may be long distance, so before you call, be sure to get permission from whoever pays the bill.

MOVEN INTO THE SOURCE

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Nintendo Power or its keyword.

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e-mail: Nintendo@Nintendo.com



MAYA



KIM WU



GARGOS



TO DANGO



FULGORE



KILLER INSTINCT™

THE KILLER RETURNS

Arcade Exclusive!

You can't resist it. One glance reveals that every graphic feature of KI 2 has been reworked, re-rendered, and reanimated by the graphics gurus at Rare. Nintendo Power worked with the developers at Rare to bring you the first look at the new combatants: Maya, Tusk, Kim Wu, and Gargos. We also reveal the first official moves and exclusive strategies for this killer arcade fighter. This stuff is orbital, from the ultra-realistic lighting and shadow play to the multiple levels of scrolling parallax that give the fighting arenas depth. You'll find detailed animation playing throughout the more than a dozen new backgrounds and new animations for all the characters' moves. As for game play, crouching and blocking won't keep you in the fight in KI 2 like it did in the original Killer. The fighting engine now rewards direct attacks, the use of lots of combos, and players who learn how to get the most out of a wide range of super moves. As for sound, KI 2 rocks with new songs and vocals.

TUSH



B. ORCHID



SABREWOLF



GLACIUS



JAGO



SPIRAL



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FRESH MEAT

The ranks have shifted since the last Ultratech tournament. Four new contenders seek to either thrill the world with their awesome skills or become a stain.

TUSK

This sword-wielding giant may not know much about the futuristic world of Ultratech in which he finds himself, but he knows how to dispatch enemies from any age. One of his coolest moves is the Back Stab. Tusk's pop-up Conqueror has great range and packs power. Push Toward and Fierce Punch, then use the Conqueror for an effective attack.



Special Moves:

Boot Kick ✖✖✖ K

Web of Death ✖✖✖ FP

Skull Splitter ✖✖✖ K

The Conqueror ✖✖✖ FK

Back Stab ✖✖✖✖✖ OP

Super Move:

The Destroyer ✖✖✖✖✖✖✖ FP

Breaker: ✖✖✖ P/K

Out of the northern wastes and times long forgotten comes the fierce barbarian known only as Tusk.

KIM WU

Kim uses a scorching fireball attack to keep enemies at bay. Although the Fireflower won't do much damage, if you follow it with a shadow *Fierce Kick* dash, you can get inside and score mass damage. Like Maya, Kim Wu can be effective in a close, aggressive attack and her Super Moves, one of which is shown here, make her a formidable fighter.



FITS	
ROB	15
RIE	12
KEY	14
A	11
CIT	9
Damage	
GM	18000
KIC	15000
REN	12000
LEM	9000
RYU	6000

This spiritually enlightened soul fights with her entire body, but watch out for her devastating kicks and spin moves.

Special Moves:

Tornado Kick ↘ ↙ ✦ K

Firecracker ↘ ↙ ✦ MP/FP

Splitkick ✦ ✦ ✦ K

Fireflower ✦ ✦ ✦ QP

Super Move:

Snap Dragon ✦ ✦ ✦ ✦ ✦ ✦ ✦ FP

Breaker: ✦ ✦ ✦ P/K





MAYA

When fighting with this amazon as your alter ego, keep up the pressure and stay in close to rack up the most damage on your opponent. One strategy is to use a Flip Kick followed by a punching knife attack. The kick hits high and the punch hits low, making it a tough combination to block. Maya can make outlets of enemies using the high/low game.



This jungle woman lives in the ruins of Mayan temples. Her slashing twin dagger attack takes a blood sacrifice from every opponent.

Special Moves:

- Flip Kick ↔↔ MK
- Savage Blades ↔↔ MP
- Mantis ↔↔ FP
- Jungle Leap ↔↔ FK
- Cobra Bite ↔↔ WP
- Super Move:**
- Tree Cutter ↔↔↔↔↔↔ FP
- Breaker:** ↔↔ P/K

GARGOS

Little is known at this time of the creature that has taken Eyedol's place at the pinnacle of Ultrotech's bloody tournament, but some say he is a living gargoyle.



BACK FOR BLOOD

Who's back from the first KI?



Jago

Special Moves:

Wind Kick ↘ ↘ ↘ K

Laser Blade ↘ ↘ ↘ FP

Ninja Slide ↘ ↘ ↘ K

Endokuken ↘ ↘ ↘ P

Tiger Fury ↘ ↘ ↘ P

Super Move:

Tiger Thrash ↘ ↘ ↘ ↘ ↘ ↘ ↘ FP

Breaker: ↘ ↘ ↘ P/K



Combo

Special Moves:

T.J. Tremor ↘ ↘ MK

Spinflist ↘ ↘ OP

Rollercoaster ↘ ↘ MP

Powerline ↘ ↘ FP

Skull Crusher ↘ ↘ FK

Cyclone hold FP, FP

Super Move:

Power Frenzy ↘ ↘ ↘ ↘ ↘ FP

Breaker: ↘ ↘ P/K



Sabrewulf

Special Moves:

Sabre Wheel ↘ ↘ MK

Sabreponce ↘ ↘ MP

Sabrespin ↘ ↘ FP

Sabre Howl ↘ ↘ OP

Sabre Flip ↘ ↘ FK

Super Move:

Lupus Loopy ↘ ↘ ↘ ↘ ↘ FP

Breaker: ↘ ↘ P/K



Spinal

Special Moves:

Skaleskewer ↘ ↘ ↘ K

Flame Blade ↘ ↘ ↘ FP

Skull Scrape ↘ ↘ ↘ FK

Power Devour ↘ OP

Soul Drain ↘ ↘ ↘ OP

Skaleport ↘ ↘ ↘ K

Super Move:

Grim Reaper ↘ ↘ ↘ ↘ ↘ ↘ ↘ FP

Breaker: ↘ ↘ ↘ K



Glacius

Special Moves:

Cold Shoulder ↘ ↘ ↘ MP

Liquidize ↘ ↘ ↘ K

Icy Grip ↘ ↘ ↘ OP

Artic Blast ↘ ↘ ↘ K

Ice Lance ↘ ↘ ↘ FP

Super Move:

Arctic Slam ↘ ↘ ↘ ↘ ↘ ↘ MP

Breaker: ↘ ↘ ↘ P/K



Fulgore

Special Moves:

Cyberdash ↘ ↘ ↘ ↘ ↘ K

Plasma Shield ↘ ↘ ↘ K

Eyelaser ↘ ↘ ↘ MP FP

Plasmaslice ↘ ↘ ↘ P

Laser Storm ↘ ↘ ↘ P

Super Move:

Litre Slice ↘ ↘ ↘ ↘ ↘ ↘ ↘

Breaker: ↘ ↘ ↘ P/K



Orchid

Special Moves:

Flk Flak ↘ ↘ ↘ K

Son ↘ ↘ ↘ FP

Tiger Slide ↘ ↘ ↘ K

Airbuster ↘ ↘ ↘ K

Tonfa Fire ↘ ↘ ↘ P

Super Move:

Gyro Kyaku ↘ ↘ ↘ ↘ ↘ ↘ ↘ FK

Breaker: ↘ ↘ ↘ P/K

WHERE ARE THEY NOW?

So where are Ripper, Chief Thunder and Cinder Tumor has it that they didn't show up for the tournament, but you never can tell if they might try to crash the gate.

A NEW STANDARD

Not all of the new features in KI 2 require awesome graphics. This game sets new standards in game play strategy and other areas.

LINKERS UNLIMITED

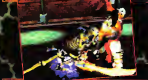
One of the limiting features of the original Killer Instinct was the lack of linker variety. Each fighter had only one linker to extend combos. In KI 2, characters have multiple linkers, three or more. What does that mean? The total number of combinations for Jago alone exceeds one million combos!

POST FIGHT STATS

In a mind-warping instant you just slapped your way through the wildest set of super and an ultimate to put down your feeble foe. Now, it would be nice to know what you did. That's no problem, what with the complete post game stats supplied by KI 2.

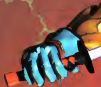
NO MORE DANGER?

KI without Danger Moves? Well, sort of. You still have game ending moves that reduce your opponent to an unspeakable mess, but you have fewer limits on how to achieve this ultimate victory.



TECH HAIR

Rene has pushed the graphics to a new level using the latest upgrades of Atari's PowerAnimator™ 3-D software. The lightning comes to life with such realistic animation that you can see their breathe and watch their hair wave in the breeze. Combining lots of animation in the backgrounds with more levels of particles and modeling, high-end elements makes for the best 3-D look to date.



RUTO DOUBLES

One of the control changes in the new *Killer* is the way that players launch an auto double. In the original game, you had to know which specific button to hit to get the auto double off your opener, but that system has been simplified in *KI 2*. Now, if the opener uses a Fierce Punch, all you have to do to get the Auto Double is to follow up by pushing the next button down the line, in this case, the Medium Punch or Medium Kick. It's easy to remember and execute.



COMBO BREAKERS

In the original *Killer Instinct*, you had to know the strength of your opponent's punch or kick if you wanted to throw a combo breaker—quick breaks medium, medium breaks fierce and fierce breaks quick. You had to be able to recognize every move instantly. Now you have a much better chance of breaking a combo. In the new scheme, kicks break punches and punches break kicks. That means that if you notice your opponent throwing a punching auto-double (you're getting pounded by the same punch over and over) you can break into the auto-double combo by breaking it with a kick. The strength doesn't matter and you'll raise your breaking potential from 33% to 50%.



POWER BARS

The biggest innovation in *Killer Instinct 2* may be the inclusion of the super move power bars. The power bars fill in as players throw combos, take hits, or make particular special moves. Once the power bar is filled, you can throw one of several incredibly powerful Super Moves for your character. We've included one Super Move for every brawler, but that doesn't mean that creative players won't find more Supers in the game. Each character has at least five Supers, which we'll reveal later.



Long-time fans and newcomers alike will applaud the return of the little blue robot with a heart of gold. When the evil Dr. Doppler reprograms reloid robots to pillage and destroy, it's up to Mega Man and his best friend, Zero, to save humanity. Get ready for nine stages of rock-'em, sock-'em reloid-rustling action!



MEGA MAN

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BAD MEDICINE FROM DASTARDLY DR. DOPPLER

The reroids known as Mavericks have gone berserk. Meant to serve and live in perfect harmony with humans, they've transformed into blood-thirsty biomechs after being infected by Dr. Doppler's computer virus. Only Mega Man stands between the Mavericks and total chaos!

Capcom's latest entry in this wildly popular action series retains the top-notch game-play and puzzle factor of previous entries, but adds a twist. A special communicator allows the Blue Bomber to call on Zero, a fellow Maverick Hunter and Mega Man's best friend. With his flaming orange hair, the mysterious Zero looks a lot flashier than Mega Man, but don't be deceived. He's a tough fighter who stays cool under pressure!



The little blue half-man, half-robot starts out with the standard Mega Buster. Next the Mavericks to grab their weapons.



NEON TIGER

Provided you're good at timing your leaps onto the dragonflies, this should be a fairly easy stage to get through. Defeat this big bad tiger to get its Ray Splasher, a helpful weapon when battling enemies that attack you from above or below.

1 TANKS FOR THE LIFT

The big dragonflies flitting about Neon's domain will give you a lift if you land on them just right. You'll need to ride one if you want to reach this Energy Subtank early in the stage.



You can fill up your Subtank by repeatedly blasting the runty tractors patrolling the ground below.

START



2 MAUL THE WALL

Make a return trip to this stage after you've won the Tomado Fang by defeating Tunnel Rhino. Use the weapon to drill through this fractured wall and find a Dr. Light capsule, which contains the Double Charge Shot.



Equipped with the doctor's Double Charge Shot, the Mega Buster doubles its pow-pow power.

3 SQUISH THE CENTIPEDE

This oversized arachnid pelts Mega Man with spiked eggs, then disappears into the floor or ceiling, only to reappear again a moment later. Shoot your Mega Buster at its head and mandibles. The rest of its body is invincible.

GRAVITY BEETLE

This mean Maverick is holed up in the DopplerTown airport/Industrial complex. You can blow through this stage fairly easily, but getting all the special items will be tough. Plan on a return trip after you've gotten the Triad Thunder and Spinning Blade. When riding the elevator, don't forget to grab all the power-ups, especially the I-up.

1 YA GOTTA HAVE HEART

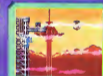
To get to the Heart Tank, dash-jump from the platform below and to the right. Expect to take some hits from the enemies in this room, though.



You can minimize your damage by carefully timing the enemies' missile attacks.

2 ROBOT ROUTE

Getting to this special item that allows you to take a robot ride is tough. You'll need the Air-Dash capability. Climb to the top ledge on the right, leap off and Air-Dash to the left.



Watch out for the hovering enemies. They have a nasty habit of slipping right into your path.



If you can, select Chirra, the two-faced robot ride.

START



4 A WING FOR A STAIR

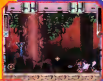
Take a ride on a dragonfly here to a Heart Tank. Watch out for the spiked enemy below, though.



The dragonflies can hurt as well as help, blocking your leaps and dropping you on you.



TAME THAT TIGER



Jump high to avoid Neze Deer's electro-bullets. Shoot the beast with your Mega Buster.



Stealing viciously with his super-charged claws, the Neze Tiger certainly does not fight fair.

3



You'll have to move fast to avoid the bouncing eggs.

4

END



END

Squint Gravity Beetle with the help of your Ray Splasher, which you get by beating Neze Tiger.



Use sensitive action when the beetle wants to log you.

3

DEFY GRAVITY

3 GET THE POINT?

You can't cross these lethal spikes without your steel-toed boots. Once you get to the far wall, hop up and say Hi to the Dr. Light capsule. Return safely by jumping back into your robot ride.



Enhance your attack abilities with Dr. Light's are-tho.

BLAST HORNET

Mega Man finds this insect with an attitude nesting in a high-tech factory on the outskirts of Doppler Town. Buzz straight through this stage and defeat Blast Hornet to get his Parasitic Bomb. You won't be able to get all the power-ups, though, without the Air-Dash Boots, which Dr. Light has secreted near Blizzard Buffalo.

START

1 FEET DON'T FAIL ME NOW

Getting past the deadly spikes protruding from the wall above this conveyor belt is tough. Wait until you've obtained the Air-Dash ability from Dr. Light in the Blizzard Buffalo stage and the Leg Chip, hidden in the Toxic Seahorse stage. You'll need both to fly up to the Dr. Light capsule, where the good inventor has a life-sustaining Energy Chip for you.

2 STAR LIGHT, STAR FIGHT

You won't need a stellar performance to beat this gyrating piece of geometry. Just keep shooting it with your Mega Buster. Because the star is so vulnerable, there's really no need to power up your weapon. Climb the wall when the star shoots your way.



If you have the Ray Splasher, switch to it after beating the star; it will be a big help outside.

TOXIC SEAHORSE

You'll have to climb through a torrent of cascading green goo at the beginning of this stage. Many players have a tough time eliminating enemies while avoiding falling into the disgusting depths. If you've beaten some of the Mavericks, try using some of their weapons. Volt Catfish's Triad Thunder zaps just about anything that gets close, while Crush Crawfish's Spinning Blade smokes enemies a short distance away.

START

1 HEART LANDING

After getting slimed during your long climb, your first impulse will be to head for the first dry platform and clean up. Don't give up just yet, though. At the top of the goo-fall, you'll have the chance to grab this Heart Tank after jolting its guardian.

Save your special weaponry for later and blast this bruiser with your Mega Buster.

3 TENTACLE TROUBLE

These arms want to hug you permanently! Compared to other replods crafted by Dr. Doppler, this submerging stooge moves fairly slowly. You'll have lots of time to power up your Mega Buster and toast him.



3 ROCK 'EM SOCK 'EM

After fighting your way over the hangar roofs, use your trusty Tomado Fang to drill back into the hangars. You'll have to drill twice to crack the crates. One of the crates blocks a shaft that drops you to a robot ride.



After hopping aboard the Camera, return to the surface via the elevator on the left.

4 REALITY BYTES

In this room, one of Dr. Doppler's yes-men will try to say no to Mega Man. To defeat the beezed Byte, power up your Mega Buster.

**THE MEAN HORNET**

The Flygo gets a bite at his corner when Mega Man shows up. His scurrying enemies are even cooler.



Clip Blast Hornet's Wing with the Gravity Well, which you snagged by beating Gravity Buster.

END**2 WATER WARRIOR**

This rustproof robot ride comes equipped with high-speed torpedoes. When you reach this wall, use them to blast through to the Dr. Light capsule. You'll find the Leg Chip, which gives added zip to Mega Man.



With the Leg Chip, it will be easier for Mega Man to dash by enemies.

4 ZERO IN

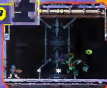
You'll take a lot of hits from the many enemies in this tough section. Unfortunately, you'll want to save as much energy as possible, because Toxic Seahorse is just around the corner.



One way to save energy is to switch to Zero. Remember, though, that only Mega Man can fight major enemies.



It's a good thing the good Dr. Light built robotic skills into Mega Man.

WASTE TOXIC

Don't fiddle around, or at least this one. You'll win with your Mega Buster. If you have trouble, though, wait until you've won the Freeze Shield from Hazzard Buffalo.

A flick from the seahorse's Acid Burst will make Mega Man's skin crawl.

CRUSH CRAWFISH



1 DR. LIGHT'S BODY SHOP

You can't get to this Dr. Light capsule without first jumping aboard the robot ride at the beginning of this stage. None of the weapons you've acquired by defeating Mega Man's enemies can break through the wall leading to the doctor. Only Chimera's iron fists will do the job.

Replids have overrun a sub factory! Starting on top of a giant crane, you'll gradually descend into the turbine room of a submarine before clawing your way back up to the crawfish. Dr. Light puts in an appearance here.

2 A MOST VILE VILLAIN

In several stages you might find your self tumbling into the dark, underground lair of Vile. Mega Man and Zeru destroyed this ruthless replod but the Dr. Doppler brought it back to life. You'll have to defeat Vile if you want to make it to the Dr. Doppler stage. Defeat Vile once and you won't have to face him again.

1

Double Mega Man's resist lance to damage by storing Dr. Light's Protect Armor.

2



VOLT CATFISH

The air is crackling with electricity in the cruel catfish's power plant. All sorts of over-amped gear are throwing out sparks and arcs. Shocking! You'll probably have to take some damage. Just be careful not to stick your fingers in any sockets, O.K.?

2 MEGA MAN'S CHIP SHOT

The spikes lining the shaft leading to this Dr. Light capsule will prevent you from climbing to it. Instead, you'll have to use the Air Dash Boots. Once you arrive, the dear doctor will offer you an armor upgrade.



Dr. Light may have lived many years ago, but he spent time on these holograms.

2

1

1 TAKE A DIVE

After grabbing the Energy Subtank in the Tunnel Rhino stage,

allow Volt Catfish's domain to grab this Heart Tank. Because the tank rests on spikes, you'll have to surrender a life to get it. That's all right. Immediately after grabbing it, you'll want to head for Toxic Seahorse for another easy-to-get Heart Tank.



Slide down the well, then power-jump to the Heart Tank by passing the A and B Buttons simultaneously.

SCENE



Vile's claw arm will pin Mega Man to the floor. Attack this villain with the Ray Splicer.



Keep moving and climbing the walls or else you'll get aggro the clockwise and counter-clockwise.



The best weapon against Crush Crow is the Iron Thunder. Be sure to take several full Subtanks into battle.

GLAW TO VICTORY

3 MEGA-GO-ROUND

Feeling trapped? Fire your Mega Buster at the submanne's turbine to turn this room on its side, then climb the wall to get out. You'll need your Air-Jump ability to make it all the way out.

Shooting the turbine opens a hole for you to climb through.



3 FULL METAL JACKET

After re-entering the factory, climb the wall. Time your leap so you don't get a shock from the nasty short circuits. Hop onto the robot platform and return the way you came.



The weight of the robot ride will break through the floor and take you to an area filled with Power-ups.



Mega Man can't be hurt as long as he's roaming in his robot ride.



Don't Vail with Tarsel. Nihil's Torrida Fog of Ice bar with Blizzard. Puffball's Frost Shield.

END

ASSAULT THE BATTERY



Fill it the fish to win its 'Iron Thunder, one of the newest weapons around.



BLIZZARD BUFFALO

Mega Man will need to show some fancy footwork if he doesn't want to fall for Blizzard Buffalo's snow job. Treacherous ice slicks and snowmobile-riding repleids are just some of the hazards awaiting the Blue Bomber in this tricky stage. Expect to take some nasty falls before you learn how to walk on ice.

2 A CHIP OFF THE OLD DOC

Make your way to a Dr. Light capsule by climbing to this platform shortly after passing the stack of giant ice cubes, then dash-jump to the right.



You'll need the Air Dash capability if you want to get all the power-ups necessary to finish the game.



START

1 THE MEGA-ICE MAN COMETH

Crack this stack of giant ice cubes with the Tunnel Rhino's Tomado Drill. At the bottom of the well, dash-jump over the spikes and the ice slick to reach the Heart Tank.



It's impossible to get solid footing on the slippery slope leading to the Heart Tank.



TUNNEL RHINO

This is the first Maverick stage you should enter after fighting through Maverick Hunter headquarters. That's because it's the easiest to get an Energy Subtank here. After traversing the series of conveyor belts, hop to the upper right-hand corner of the room to find the Subtank. If you've passed the wall-crawling repleid bugs, you've gone too far.

1 MEET THE ROPERS

To get this Heart Tank, you'll need both the Inad Thunder you got for zapping Volt Catfish and the special Arm Chip from a Dr. Light capsule. Use the Arm Chip to super-charge the Inad Thunder.



Use the extra electricity to fry the ropes holding up the boulder. Next, dash-jump to the Heart Tank.



START

2 A TANKFUL OF TROUBLE

This mean-looking tank-driver would love to tread on you! He'll also try to impale you with his grillwork. Meanwhile, the driver will winch himself out of the tank. While hanging from the ceiling with one arm, he'll use the other to block your attempts to leap out of harm's way.

3 WARM FRONT MOVING IN

Toast the ice man guarding this snow machine, then melt the chilling device with your Mega Buster. While in this section, watch out for the fast-moving enemies in snowmobiles.



After destroying the snow machine, jump over the chain to the right and grab the extra energy power-up.



BUFFALO BLITZ

MORE MEGA BITS

Once you've beaten the first eight Maverick leaders, a giant explosion will rock Doppler Town. When the dust is cleared, you'll see Dr. Doppler's underground headquarters! You can now return to previous stages to gather items you've missed, or advance to the doctor himself. Things get tougher once Mega Man goes underground, though. Doppler's headquarters overflow with cast-off reloid parts. Your quest doesn't end with the defeat of the despicable doctor, though. You'll soon discover that an even more horrifying foe has been controlling him!



3



Battle the freezing field with the Parasitic Bomb, which you get for beating Blast Hornet.



When Buffalo gets really mad, he'll freeze you to the ground with his ice shot, then charge you. Just keep cool, O.K?

TUNNEL RUMBLE



You'll battle him at least two full Subspace battles, trading with the doctor if that fits.

Of all the Maverick weapons, Tunnel Rumble is most valuable to Tails Senkuro's Acid Burst. However, you should be able to run in there early in the game with the Mega Buster. Plus, with a return trip to earlier stages, where you'll be able to drill through blocks and walk through the sleek Turbido Prop.



You'll have to move first, though the bulk of the headquarters. Doppler has been the ceiling with giant spikes that allow no mercy to dwellers!



You're finally got by on low. In Doppler headquarters, you'll have to battle to the bitter end against his better boy, Sir.



The tank is invincible, so zap the dormant driver with your Mega Buster.



War has raged across the galaxy for over 250 years, but your clone has an incredible new weapon: the Modcot Heavy OmniMech. More powerful and more heavily armed than any previous war machine, the Modcot has tipped



MECHWARRIOR 3050

FUTURISTIC BATTLEMECH WARFARE

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the balance of power in your favor. Clone Wolf is now poised to take control of the warring houses and unite the galaxy under a single banner—if you're up to the task. The final battle for supremacy begins now!



BATTLE OF THE STARS



Mechwarrior 3050 is the hard-hitting sequel to Activision's futuristic adventure/simulation. This game leans more towards battlefield action than the original Mechwarrior did and is, in the end, a much more exciting ride. The narrow, forward



view has been dropped in favor of a three-quarter overhead view, so you can now scan the entire area around your mech all at once. Add to this a new full-screen radar display, sprawling battlefields and an intriguing plot, and you've got a game that's light years beyond the average shooter. You can even walk in one direction and fire in another, which is especially effective (and lots of fun) in the two-player mode, where one player acts as pilot and the other as gunner.



GROSS TONNAGE

There are tons of running, rolling and flying enemies in each of the five missions, and all of them are gunning for you. Though you'll find replacement ammo packs hidden in the enemy installations, you can carry only so much ordinance, so use your weapons wisely.

SMALL, FAST AND DEADLY



Step on the nine mechs and tanks to destroy them. The tanks are a bit tougher than the mechs, but you won't take damage stopping an either one.



WANNA DANCE?

The bigger mechs are very quick and powerful, so keep moving and destroy everything you come across. Better yet, loose the factories that churn them out. Don't ignore the small ones, either. A squad of them can easily take you out!



LOTS AND LOTS OF FIREPOWER!

There are nine assault weapons to choose from in three categories: Heavy Ordnance and Tactical Weapons. Your mech can carry one of each type, and you'll outfit your rig before every mission. When choosing your weapons, keep in mind their power, range and maximum ammo loads.

PARTICLE PROJECTION CANNON

This Heavy Ordnance cannon can be charged to different levels before firing. If overcharged, it will explode.



GAUSS RIFLE

The Heavy Ordnance Gauss shell detonates on impact, creating smaller, secondary explosions over a wide area.



ARROW VI

Though weaker than the other Heavy Ordnance weapons, the heat-seeking Arrow VI missile is the most effective.



LARGE LASER

If you were a patent Man-Of-War, look no further than the Large Laser. It's very effective against big mechs.



MACHINE GUN

A mainstay since the twentieth century, the humble Machine Gun has been out-classed by more advanced weaponry.



AUTO CANNON

The Auto Cannon doesn't pack the same punch as the Large Laser, but it does have a larger ammo load.



INFERNO SHORT RANGE MISSILE

This missile generates intense heat on impact, making it the perfect weapon for overheating enemy mechs.



LONG RANGE MISSILE

Simple yet effective, this "dumb" missile can strike from a distance, helping you stay out of harm's way.



THUNDER MINES

Mines are powerful but awkward to use. They're good against stationary targets, but mechs will avoid them.



ALSHAIN

MISSION SEQUENCE

1 DESTROY MECH BAYS (B-4)

2 TAKE OUT RADAR SITES (J-4)

3 BLOW UP LANDING STRIP (I-4)

4 RESCUE COMRADE (B-1)

5 ELIMINATE COMPOUND (G-2)

VILAINS OF CHOICE

INFERNO SHORT RANGE MISSILE

LARGE LASER

ARROW VI

A B C D E F G H I J



Your first mission takes you to the Draconis Compound on the planet Alshain. Your radar shows only a portion of the battlefield at one time, but we've provided a map of the entire complex. The map indicates where ammo packs and coolant tanks (which repair damage) are hidden. We've also listed each segment of the mission in order. Your commanding officer, Colonel Ward, will beam orders to you as the mission progresses. Though he says to blast the radar sites first, we recommend taking out the mech bays first so there will be fewer enemies to contend with.

After you rescue the Star Captain, destroy the power pylons, then just walk through the main compound gate.



IF IT MOVES, WAX IT!

When going up against big mechs, use one Arrow VI missile to soften it up, then finish it off with the laser. Both the laser and the Inferno Missile are great for taking out buildings or groups of minor enemies.

The gate to the main compound is really nasty! Approach them straight on and just off-center to avoid their fire.

DESTROY THE DCMS BAYS

These factories produce enemy mechs and aircraft at an alarming rate. Take out the center mech bay first (it has two "H" symbols on its roof), then blast the smaller bays around it. Colonel Ward orders you to the radar sites first (the current mission site is circled in red on your radar screen), but the bays are easy to find even without the extra guidance.

SATALICE

MISSION SEQUENCE

1 DESTROY LAUNCH BLDGS. (FIRST J-I, THEN G-B)

2 DESTROY MATERIAL GATHERING STATIONS (I-3, J-6, E-2, D-5, F-5, H-1, J-4, J-8)

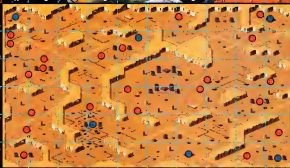
3 ELIMINATE CENTRAL ASSEMBLY BLDG. (F-3)

WEAPONS OF CHOICE

LONG RANGE MISSILE

AUTO CANNON

ARROW VI



If you survive your first mission, you'll be promoted to Star Captain and sent to the volcanic inferno of Satalice, a most inhospitable environment for your heat-sensitive mech. Remember that heat buildup will destroy your mech just as easily as battle damage will. The first segment of your mission is timed, giving you less than three minutes to find and destroy the Kasahague's launch buildings. If they succeed in transporting their mech fusion engines off-planet, your mission will fail, and so will your clan's bid for ultimate power!

DON'T LET THEM TAKE OFF



The launch buildings are far apart, so don't bother with other targets. Take out the enemies in sector J-I, then proceed to sector G-B. Don't worry too much about heat damage, since the launch buildings have coolant tanks inside them.



You'll get coolant tanks at both launch sites, and the J-I site also has an extra ammo pack concealed beneath one of the gun emplacement.



Be sure to save up enough ammo for the central assembly building. Watch out for the roaming Ironmeat!



DON'T STEP OUT OF LINE, SOLDIER

There's no deviating from the Colonel's game plan this time around. You must eliminate all of the material-gathering stations before the main assembly plant, or you'll have a major ecological disaster on your hands.

RIDDERKERK

● AIMED

● COORDINATE

MISSION SEQUENCE

A B C D E F G H I J K

1 NEUTRALIZE RADAR SITES (A-3, A-7, E-6, G-3, G-1)

2 DESTROY RESEARCH CENTER (E-3)

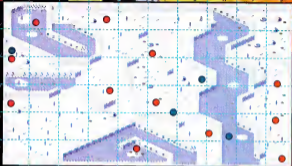
3 DESTROY MAIN BASE (J-1)

WEAPONS OF CHOICE

INFERNO SHORT RANGE MISSILE

LARGE LASER

ARROW VI



For your valorous conduct on Satlice, you'll be awarded the field commission of Star Colonel, then you'll be shipped out to the ice planet of Ridderkerk for another mission! The First Tyrax Regulars have deployed five jamming sites around the Fedcom research complex, so your radar will be useless. Your first assignment, then, is to take out the jamming sites as quickly as possible. Once that's done, you can use your radar screen to locate the research center and the main Fedcom base. The First Tyrax Regulars have a lot of homing weapons, so watch your back.

You can use a weapon to propel yourself across the ice. Face the opposite direction from where you want to go, then fire.



SMOOTH AS ICE

Several of the radar jamming sites are located at the corners of ice mazes. Watch your speed on the icy patches or you'll find yourself spinning out of control or slamming into a wall of huge steel spikes.

You'll have to deal with tougher and more chaggers and even masts. Stepping on a tank will now result in some chag-ger damage.



WATCH YOUR STEP

The snowy surface of Ridderkerk is littered with homing land mines and hidden gun emplacements that pop up out of nowhere as you approach. If you're lucky, you can shoot or outrun the mines before they latch on to you and detonate, but don't count on it. Listen for the sound of them popping out of the snow as your cue to take evasive action.



AVON

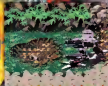


Your reward for the Satalian mission will be a clone Bloodspear, but will you live to enjoy the power and prestige that comes with it?

The Fifth Ghost Regiment has constructed a drop ship manufacturing plant on the forest world of Avon. Your job is to collect four bomb components scattered around the perimeter and drop off the completed device in the Ghosts' front depot. The only problem is that the bomb will automatically arm itself after you pick up the last piece, and you'll have only 30 seconds to deliver it to the target before it goes off in your face!

15-MINUTE DECISIONS

Once you pick up the last bomb, there's no turning back. Just choose your path from here to the target. (Let's see you do this...)



There's a bomb component just to the left of your starting point, and you'll see it circled in red on your radar display when you start the mission. This is the component closest to the plant's front gate, so save this one for last. Once the gate is down, enter the complex and destroy the drop ship manufacturing facilities.



BURN, BABY

The mine fields are thicker here than they were on Ridderkirk, but the Inferno missiles are great for clearing paths through them. Fire ahead as you move, and the missiles will detonate any mines close by. Follow the path of craters left behind by the exploded mines.

Sweep the ground ahead of you with the Inferno missiles by sweeping your head as you fire. With luck, you'll get most of the mines.

HOME

You've been promoted just in time to take command of the situation back home. The 394th Garrison has stolen genetic material bound for your clan's research centers and taken refuge on your own home planet. If you retrieve this genetic material and eliminate the awesome Thunderbolt Mech that guards it, your clan will be able to engineer the finest warriors in the Inner Sphere...and you'll be named Khan of Clan Wolf!



Your best retrieval route can often be spread out over a vast area. Be prepared for a long battle and conserve your ammo.

IN YOUR OWN BACKYARD

The 394th Garrison has radar jamming sites around its installation, so you'll be fighting half-blind for a while. There are only two sites, but the maze they're in is very large, complicated and heavily guarded. Here's where good, old-fashioned map-making skills will come in handy!



Though we don't usually recommend mines, they may be useful here. It takes just one mine to destroy a building.



Disney's

TOY STORY

Prepare to be dazzled! Toy Story, Disney's blockbuster film, comes straight off the silver screen as a truly stunning game for the Super NES. Even the most avid gamers will rub their eyes in awe!

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TOY DEAL LOY

Andy is celebrating his sixth birthday by opening his presents, but upstairs his boys are in a tizzy! Fearing that they'll be shelved in favor of finer gifts, the toys call out the toys for a risky room mission. Woody must lift the lid off the platform's plastic pail and provide them with a baby monitor for messages, sword flying planes, changing trains, and the mystery balloons at all costs!



FALL GUY!

When you reach the elevated platform with the green block on a song below, make sure that Woody doesn't take a flying leap off the left side or he's liable to entirely miss the table with the blocks. If, instead, he falls off the platform at an angle, Woody's guaranteed to make a safe landing.



TOYS COME HOME!



For fans of Disney's computer-animated mega-hit, Toy Story, the short wait for the movie's conversion to a game for the Super NES is over. Long before the movie hit theaters, Disney Interactive was already hard at work on the game, and the result is a fast-paced platform cast with knock-out graphics. While it's true that floppy-video translations of good movies fall short—sometimes far short—of expectations, Toy Story hits the mark in many aspects. Not only is the story line almost identical to the movie, but the same computer-generated animation

that Pixar used to bring those beautifully rendered characters to the big screen has been used to create Buzz, Woody and even for the Super NES as well; the toys come so life in stunning 3-D graphics that are a delight to behold. From Hamm to Mr. Potato Head, from the Green Army Men to Rex, the big green reptile, they're all there. The early stages might seem overly easy, but the challenge increases rapidly, so rest those thumbs and get ready for an eye-popping experience. The toys are back in town!



LASSO LESSON

You'll find that using the pull-string lasso to grab hooks is one of the most challenging and important moves in the game. In this level, you have only one hook to practice your lasso toss on. Get it down cold now. Using the lasso technique is the only way to reach a stockpile of health stars in this stage, and you'll need to use it skillfully in many other levels, too. So swing like a pro—or get ready for a very long fall.

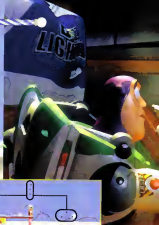


HIDE AND SEEK

While Andy's away, the toys may play, but he'd better not catch them in the act! As Andy makes his way upstairs, Woody must hide any evidence that the toys have been out of place. There are also stars to seek out, but you'd better act fast. This stage is timed!

SKY HIGH

Before you knock over the tabletop blocks to free your friends, make sure you see those lit-up wooden worders to grab the starring stars overhead. If you don't, the stars will be too high for Woody to reach.



START

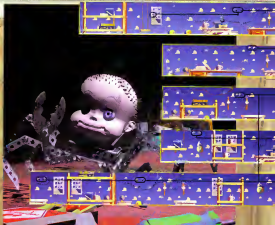


END



STARS TO END

If you begin by quickly rubbing all the Gold Stars, you'll still have time to free all your blocky buddies. Be sure that you grab the stars at the end of the level before you release the R.C. Car! If it beats you to the bus, the stars will be unreachable.



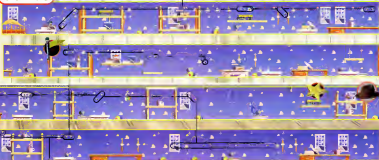
LIGHTYEAR'S AHEAD POP-UP PERIL

Woody's worst nightmare has come true: Andy has received a Buzz Lightyear for his birthday, and the muscle-bound space ace is treading on Woody's turf! What's worse, the laser-packed lunatic doesn't even realize that he's a toy! To prove that he's every bit as good as the sweetest-headed hero, Woody must race Buzz on a course loaded with perilous pitfalls and hopping hazards. Unfortunately, no matter how hard he tries, Buzz Lightyear just can't be beat.

Sharks and clowns on the board make Woody's race a treacherous trial. Instead of hurrying into harm's way, let the bouncing baddest with your pull-string. This will slow them down long enough for Woody to make less dangerous leaps. In this stage, you'll also face plenty of hook-swinging action, which requires a combination of split-second timing and tremendous patience. You'd better hope that you learned your lesson last score well!



START



HANG ON!

Grabbing on to the suspended rope is a bit of a trick, but getting off it safely is a frustrating feat. To ensure a smooth landing, nudge Woody just beyond the right end of the rope. This will give him the few extra inches he needs to reach the next platform. If you pull off this move, you'll snag a Cowboy Hat!

To avoid the last snag in this level, you're going to have to make the leap of year '96. Just before reaching the finish line, you'll spot a hook hanging far to the right. If you can catch it with your pull-string, you'll reach the stars. Miss it and you can kiss 'em goodbye.



END

BIG BUZZ

Woody tries to sleep off his defeat to Buzz, only to find himself battling the big guy in a nasty nightmare. To make matters worse, Buzz seems to have grown by leaps and bounds, and his laser can deal out some real damage. As the stage begins, Lightyear materializes near the floor, so Woody should duck and start pummeling Buzz with his pull-string. You'll have to wait for the Lightyear laser to go off before you can land a hit, and you should aim for the space

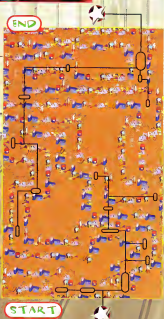


CRASH COURSE

Andy can take only one toy to Pizza Planet, and Woody's determined to be that favored sidekick. But first the cowboy has to get Buzz plucked out of the picture: Use the R.C. Car to bump Buzz off the bumper while picking up precious batteries. Be careful—sudden swerves can send you spinning

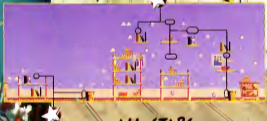
DRIVER'S ED

While upcoming twists and turns are well marked by arrows, staying on track can still be a bit jostling affair. If you lean yourself constantly spinning or over-compensating for wretched steering, you may want to give up using the Central Pad to pull your wildy spinning wheels and use the less janky L and R buttons instead. It also helps to stay close to the center of the lane, where it's easier to avoid the oncoming objects scattered along the edges of tight turns.



AVOID THE TOYS!

Woody's usually playful pals are plenty steamed about Buzz's untimely tumble, and they're out to punish their once lovable leader. In this level, Woody must help the anxiety-ridden Rex race across the room, while trying to avoid the revenge-seeking toys. If you manage to outfox your former friends, you should have no problem grabbing all the Gold Stars that are scattered around the higher reaches of the room.



ALL STARS

It's super fun to snag every last star and Continual Flag in this stage if you want to keep Woody hale and hearty. And unless you like backtracking, you'd better grab the Gold Stars by the garbage cans before you head up to higher pastures. Can't locate the Continual Flag? You'll find them only by bashing the blocks that are surrounding Rex. Make sure you've holed the flags unlit, or you're likely to see a lot more of this level.



DINO MIGHT!

Andy's toys are throwing a tantrum, and Woody is up to his eyeballs in trouble! While the playthings plan a pounding for our cowboy, Rex repays a debt by giving Woody a high speed ride out of harm's way. Your main challenges in this Tyrannosaurus race are the R.C. Car and the platoons of falling paratroopers. If you hear the car screeching up behind you, move to the middle of the screen to avoid its tormenting tires. To bypass the troops, stay left and then pop right over their open parachutes.



RADIAL ROUNDUP

Woody may have escaped Andy's enraged toys, but now he's found Buzz in an awfully foul mood. A show-down at a service station ensues with Buzz using his ample brawn and wing-spinning moves to put Woody in his place. The cowboy has only a crude tool at his disposal: an old, wretched radial. Tire Buzz out by bouncing the rubber ring over his muscular neck-socket, and collect the stars that spill out during his super power-spins. It's not as simple as it sounds.



FAST FOOD

Woody and Buzz must pick a perilous path through Pizza Planet, disguised as a burger box and a cup of cola. Watch out for can-spewing soda machines, giffon-fueled fans, and children chasing their paper planes. And don't bump into Buzz!

HOLD IT!

When those pesky planes come flying by, hold Down on the Control Pad to crush and wait. When the jet crosses along chasing his plane, you'll be safely hidden beneath your cup.



START



MEAN MACHINE

While Woody wanders through the Pizza Planet, Buzz Lightyear has gotten sidetracked by a spaceship-shaped machine, which he has mistaken as his ticket back to home base. In order to bail out the befuddled Buzz, Woody must work his way through this mechanical maze while avoiding its hi-tech trappings.

NO SWEAT

While the exploding fuses that are strewn around the stage may appear to be menacing, Woody has no reason to worry about them. As he approaches these time bombs, they'll begin to shake, and shortly after, they'll blast to bits. Get the fuses trembling by coming in close, then quickly run some distance to warn Woody and the dangerous devices.



HIDDEN HAT!

When you locate the long row of fuses, cut by the little land mines and jump to the wall. Now hop up to a hidden room where a Cowboy Hat has beyond a small gap.

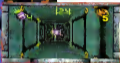
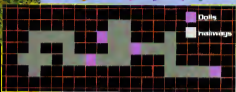


CRAZY COGS

While attempting to reach the top of the tricky stage, Woody soon discovers that many of the cog lifts may be mysterious ways. With plenty of patience, though, bouncing from platform to platform will become a breeze. Instead of just jumping willy-nilly, ride each cog for as long as you can, and just before it disappears behind a wall, make your leap to the next lift. Don't let their sudden changes in direction fool you or you'll be in for a fall!



HELLO DOLLY!



Four alien spore-dolls have disappeared within the walls of the giant machine, and their cuddly comrades have recruited Woody to rescue them. In what is definitely the strangest stage of the game, players are given a first-person perspective to go looking for the little guys. The only trick is that every time you find one of the three-eyed extraterrestrials, you must deposit it back at the start of the stage before you can nab another. Luckily, there aren't any hidden howies that could damage Woody's health.

CLAWBER T!

To repay Woody for rescuing their little green buddies, the squeaky dolls lead Woody to Buzz, who is about to be toy-rapped by Andy's nasty neighbor, Sid. Marring the controls of a giant claw, Sid's spending his quarters to capture the space ranger for some less-than-pleasant purposes. Make him blow his pocket change by bumping aliens off the claw every time he picks Buzz up. While avoiding the treacherous talons, stand still to Ughyyear's left and start juggling the ET's three at a time. When the claw catches Buzz, tap the aliens up and to the right to tag the mechanic arm as it moves away.



SID'S TOYS HANG-UPS

Seems that Sid hasn't cleaned up his room lately, and it's full of diabolical dangers. Trying to flee the fate that awaits all of Sid's toys, Woody races across the brat's cluttered workbench, facing exploding fireworks, sizzling spikers, and deadly drop-offs at every turn. Even if you survive, you may still fall prey to Sid's sadistic schemes.

When Woody finds himself hanging from a chair, he may need to take a long leap to leave the nearest hook in most cases, the cowboy should front-over-land his way as close to the wooden post as possible before making his jump.



START



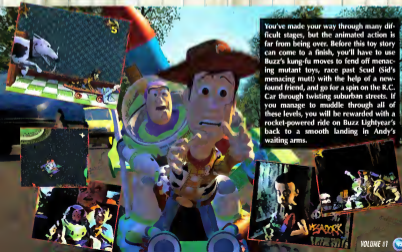


A HAT TRICK

Although it's easy to miss, you can spy a Cowboy Hat spinning beneath one of Sid's workbenches. Here's a hint on how to nab it: Look for the four hooks hanging in a row and start swinging back to the left. Unfortunately, a hat won't protect you from the scorching heat that Sid's going to deliver. Since you'll miss a bunch of stars while you're smoldering, chill out and wait until the fire is out before going back to grab them.



You've made your way through many difficult stages, but the animated action is far from being over. Before this toy story can come to a finish, you'll have to use Buzz's kung-fu moves to fend off menacing mutant toys, race past Scud (Sid's menacing mutt) with the help of a new-found friend, and go for a spin on the R.C. Car through twisting suburban streets. If you manage to muddle through all of these levels, you will be rewarded with a rocket-powered ride on Buzz Lightyear's back to a smooth landing in Andy's waiting arms.



CLASSIFIED INFORMATION

0123 6211 9342 0680

MEMBER IDENTIFICATION #



Air Ultra and Air Ultimate

The beauty of Killer Instinct's combo system is that it allows for so many variations. Here's a trick that lets you perform an Ultra or Ultimate combo after you've knocked down or juggled your opponent. When your opponent's second life bar is flashing, do a quick combo with an auto double that results in a knockdown or juggle. A split-second after the auto double, whip out an Ultra or Ultimate combo activator (the Press/Release forms work best). The key is to quickly "overload" the computer with commands, so the combo should be very fast but packed with hits. If it works, it will look like you're hitting thin air, but you'll actually be delivering the punishment. Whether your opponent is across the screen or clear off it, hanging in the air from your juggle, he or she will still be damaged by your punches.



As Falgore, start off with a Fierce Cyberlink, Epulser and a Quick Peck...



...followed by the Press/Release Ultra or Ultimate combo activator.



As T.J. Combo, do a Fierce Kick, Fierce Knee K.O. and a Medium Kick...



...followed by the Press/Release Ultra or Ultimate combo activator.

Ogre Battle

Sound Test

Want to hear the stirring strains of the *Ogre Battle* musical score? On the Name Select screen, enter MUSIC/ON as your name, then press A. Press Up and Down to scroll through the musical selections and press Start to play them.



Enter MUSIC/ON as your name, then press A.



What music goes well with a down patrol?



Round Select

To start from any round, press Right, Right, Left, Up, Down, Left, Down, Down and Down on the title screen. The music should start over. Now press Y to get the New Game option, then press Y for the Round Select option.



If the music doesn't start over, tam your gears a bit and on and try the code again.



You can start from any round and even go straight to the major bad guys.



Hidden Players

The NBA playoffs are just a couple of months away, but with this trick, you'll be able to put together an all-star team in no time. Select the Edit Players option from the Roster Setup menu. Highlight one of the players and press B to access his file. Choose one of the players from the list below and enter his last name in the name slot, then press B. The player's picture and stats will change to match the player you've named. You can now use the Trade Players option to get that player on your roster!

Michael Jordan
Charles Barkley
Ervin "Magic" Johnson
George Gervin
Bill Walton
Dave Cowena
Larry Bird
Oscar Robertson
Kareem Abdul Jabbar
Jerry West
Kevin McHale
Elgin Baylor
Phil Ford
Walter Davis



Stage Select and Bonus Mission

Squad 51, there's a three-alarm fire at the Bradshaw Steel Mill...but you can skip over that mission, if you like! To start from Stage Two, hold the R Button on Controller II and press Start on Controller I. To start from Stage Three, hold the L Button on Controller II and press Start on Controller I. To access the special bonus mission, hold both the L and R Buttons on Controller II and press Start on Controller I. The bonus mission usually appears only if you score 4,500 points or more in Missions One through Eight. Not only is there a raging fire in this mission, but there are also raging mutants!



Enter the appropriate code on the title screen.



Firefighting school didn't prepare you for mutant hordes!



Highlight the Edit Players option and press B.



Use the Control Pad to change the player's name.



Press B to lock in the new name and stats.



With a team like this, you own the league!

URBAN STRIKE

End Screen and Credits

THQ's latest helicopter adventure is not for the faint of heart or shaky of hand. If you'd like to skip over the tough stuff and go straight to the end screen and credits, enter the following password: D, 4, 3 P, M, J, T, K, H, W and Y. Press Start to go back to the title screen, then press Start again.



Enter the password and press Start twice.



You'll be on firelong before you know it!

FOREVER

Holy Stage Select, Batman!

To skip ahead to any stage, press Left, Up, Left, Left, A, B and Y on the game start screen. Change the game type to "Normal," set the difficulty level and press Start. Choose your character as you normally do, then press Start to access the stage select screen. Press Up, Down, Left and Right on the Control Pad to choose the stage you want, then press Start. This code also allows you to use any gadget in the game (even if you haven't found the blueprints for it yet), though you still carry only four gadgets at a time.



If you input the code correctly, the screen will flash.



Use the Control Pad to change the stage readers.



Explosive Arrows

Link is a perennial favorite among game players, and like a certain battery-operated bunny, he just keeps on going! This trick was only recently unearthed, and it utilizes two weapons you probably already have in your arsenal. Equip both the Arrows and the Bombs, then fire them simultaneously. Whomps! You've got Explosive Arrows! These will be perfect against a lot of the major enemies.



Equip both the Arrows and the Bombs.



You can now deal a lot of damage from a distance!



Correct Code

Here's the correct form of the stage select code we originally printed back in Volume 79. On the screen with copyright information, press Left, Up, X, Up, Right (not R) and Y. Ignore the message that appears and press A and Y together, then B and X together. Press Start to begin a new game. You can access the stage select screen at any time by pressing Select, and your life bar will refill slowly after every hit. Since we originally printed this code, we've also learned that if you pause the game while fighting a major foe, your life bar will automatically refill all the way!



You must input the entire code before the copyright information fades away.



Press A and Y, then B and X to activate the stage select and energy refill.



Use the Control Pad to select the stage you want to go to.



You get an energy boost, but you're not invulnerable!



Tough Tourney

To increase the difficulty of the "Hard" setting, press L, L, R, L, R and Select on the title screen. (L and R refer to the L and R Buttons, not Left and Right.) If done correctly you'll hear a tone when you press Select. You'd better start practicing your serve and your backhand!

CLASSIFIED INFORMATION



Power-Up Codes Galore

This is our month for great basketball codes! Like its Super NES sibling, NBA Jam Tournament Edition for the Game Boy is a rollicking good time. Fortunately for Jam fans, most of the codes for the Super NES version of the game also work for the Game Boy version! Enter any code on the screen that says, "Tonight's Match-Up," then press Start to begin your game. If you enter a code correctly, you'll often receive a quick message at the top of the screen just before the referee performs the opening tip-off.

Shot Percentage Display

Press Up, Up, Down, Down and B. "SHOT %" will flash on the screen. When you shoot, the game will display the odds of your making that basket.



Super Dunks

If you want to dunk from anywhere on the court, press Left, Right, A, B, B and A. "ULTRA JAM" will flash on the screen before the game starts.



Always On Fire

Press Down, Right, Right, B, A and Left if you want to always be on top of your game. "FIRE" will flash on the screen before the game starts.



Experts, shmasperts! If you've got an awesome tip or a killer code, send it in! We'll print your stuff alongside the pros' codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!

Legal Goal Tending

Want to get in your opponents' faces without getting a foul? Press Right, Up, Down, Right, Down and Up. "GOALTEND" will flash on the screen before the game starts.



More Interceptions

Press Left, Left, Left, Left, A and Right to improve your chances of intercepting the ball. "QUICK HAND" will flash on the screen before the game starts.



More 3-Pointers

Improve your chances of making three-point shots by pressing Up, Down, Left, Right, Left, Down and Up. "3 PT" will flash on the screen just before the game starts.



Slippery Court

Press A, A, A, A, A, Right, Right, Right, Right and Right to get that just-waxed feeling! There's no message, but all players will slide around as if the court was covered in ice!



High Shots

Press Up, Down, Up, Down, Right, Up, A, A, A and Down. Shooting the ball higher won't improve your game, but it's fun to watch. There's no message with this code.



Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733



*Conquer the world for your crime syndicate!
 That's the straightforward goal of
 Ocean's new game, which blends elements of
 strategy games with plenty of pure
 firepower. As many as four players can equip
 squads of cyborgs and send them out on
 more than 50 deadly missions on the mean,
 streets of the future.*



THE STRONG ARM OF THE LAW

The collapse of the New World Order plunged civilization into chaos. Finally, ruthless crime syndicates asserted a semblance of control. Now, they're in a fight to the finish for total domination! But in this hyperviolent world, old-fashioned human soldiers are a liability. Instead, the syndicates have hijacked the latest advances in biotechnology to develop lethal cyborgs, marauding machines with superhuman capabilities. As a junior syndicate exec, you'll modify your cyborg's bodies, arm them with powerful weapons and send them out to pacify the citizenry. Unintuitive game control and so-so graphics keep *Syndicate* off the A List, but the game's novel setup, dark humor and creepy music should attract both action and strategy fans.



Rise-ups in the syndicate are grooming you for a top managerial position. To climb the criminal-corporate ladder though, you'll have to prove your worth by successfully completing increasingly difficult missions all over the world.



Stage a riot? Escape a dictator? Prevent a license bulletin to join your side? There's no end to the inventiveness of the scenarios in *Syndicate*.

THE COGS OF WAR

The game commences with eight identical agents resting in the Cryo Chamber. Additional chambers await captured enemy agents. It's up to you to outfit and send out your robots. You control a cyborg via the CHIP implanted in its neck. The CHIP also injects drugs that boost API (Adrenaline, Perception, Intelligence) levels in the agent's bloodstream. Enhance your team members with different capabilities and you'll have a spongesquad of cyborgs to choose from. On particularly treacherous missions, you might want to take out a bunch of enemy agents by blowing up a scantily equipped cyborg.



Don't forget to not add some money for research. Try to develop a Version 3 chest as soon as possible, then plow cash into brain and leg development. The best all-around weapon to develop is the Mini-Gun.

BRAIN & EYES

Enhance your cyborg's CPU by investing in cerebral research. Eyes Version 1 enhances night vision, while Version 2 makes it easier to lock on a target. Eyes 3.0 endows your automaton with perfect night sight and the ability to instantly identify threats.



ARMS AND ARMORY

Your cyborgs can carry more firepower if you note up cash for hydraulic, plasma or cybernatch arms. The Pistol, Shotgun, Long Range Rifle and Uni SMD are all cheap and nasty.



V1 TYPE V2 TYPE V3 TYPE

CHEST

This heavy metal cage will protect your misers from direct fire. Plow cash into research so you can develop advanced Versions 2 and 3, presto! The advanced versions come with the all-important Self-Destruct capability.

HEART

The heart stimulator carefully maintains the cyborg's heart rate, while the cerebral heart accelerator maximizes the impact of CHIP drugs by speeding up blood circulation. The top-of-the-line cybernetic heart will send blood racing at triple its normal speed.



Used judiciously, the Percussorion will save civilians, guards, and even enemy agents lots of blathering lipdrips. Don't leave home without it!



LEG

Dodge bullets and get out of harm's way more quickly with Version 1 hydraulic legs. Invest in R&D to get Version 2 plasma and Version 3 cybernatch legs. These your metallic misings will really move like they're made out of quick-silver!

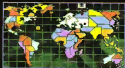
TRY, TRY AGAIN



Mission failed? You can immediately reenter the Mission Zone, but it's best to hit Reset and begin again. Otherwise, you'll lose all the money you've spent to equip and modify your team. When you successfully complete your mission, you'll get a lengthy password and the option to move on to your next mission in an adjacent zone.

YOUR WICKED WORLD WIDE WEB

You'll watch and control all the action from an airship hovering over each Mission Zone. Your boss is watching at the same time via a satellite link-up, and he'll be none too pleased if you botch things! Your most precious commodity is up-to-the-minute intelligence, so be sure to study these tips on inflicting serious damage. Pause frequently to survey the Mission Zone for hidden dangers.



WESTERN EUROPE

Save your meager beginner's budget by hitting the streets with only two cybers. Load up on cheap Shotgun and make sure the one with the Persuader also has a Version 1 chest. As you scour Munich for malfunctioning cybers, don't forget to persuade a few innocent civilians.

SCANDINAVIA

Free-market extremists have kidnapped a judge's son. Rescue the lad and persuade him to sign up with your syndicate, but don't be afraid to spill a little entrepreneurial blood on roads. Take your time in these early missions and your researchers back at the lab will have epiphanies you can't see. Don't rest for too long in any one place, though, or rival agents will attack. Just keep moving.

CENTRAL EUROPE

With some care and planning, you should be able to begin filling your empty Cryo Chambers with persuaded enemy agents in this stage. Deck out all members of your squad from head to toe with Version 1 modifications. Juice their API levels to the max, then take a car ride to the compound's gate. If you can avoid the urge to waste the enemy agents to your right, you should be able to persuade them later on.



EASTERN EUROPE

A Warsaw nightclub operator on amiable terms with local cops can be of big help to your syndicate, but first she needs some friendly persuasion. The bawdy boozers won't want to let you in, let alone their with your goal will be establishing a Persuader-free. Since you've secured the subject, watch out for rogue cops lying in ambush behind a wall.

URALS

Your biggest mission yet calls for you to grab the brilliant Dr. Urquhart, who's been brainstorming a mutant locust that could devastate the crop of rival syndicates. Get to the doctor's top-secret lab by stealing a car from under the noses of two guards. To get rid of the guards by the side of the road, you'll have to affect an old-fashioned drive-by.

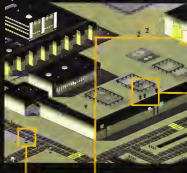
SIBERIA

Danger: While visiting a world-class ballet house with world-class cash flow would like to be your idea, get her driver will need a bit of persuading. Be on guard for well-dressed enemy agents who won't let people in town.



LABAN SURFING

Easy up on that trigger finger. Successfully completing a mission on the mean streets requires a lot more than the urge to spill blood indiscriminately. Bummer, huh? Before charging in, take a deep breath and check out the lay of the land. After all, your bosses will be sorely disappointed if they find that you've been toasting someone you're supposed to rescue. You'll also want to stock your Cryo Chamber with persuaded enemy agents. To do that, you'll need to have at least a Version 1 brain and to have persuaded at least five civilians. You can't fill your Cryo Chamber with persuaded citizens, guards and police. After all, they're real people. But you will collect cold cash if they survive to the end of a mission.



COVER STORY

Each protection from buildings, walls and other objects. Enemies do this too, so watch out for ambushes. The Persuader-free will work through walls, but be sure your captive doesn't get stuck on the other side.



VOID A DROID

Both green guard droids and cherry-topped police anti-air droids help patrol the streets. Neither will fire until fired upon, which makes them fun for the occasional round of target practice.



TAKE THE LONG VIEW

When you first enter an unfamiliar Mission Zone, press Start then use your Control Pad to examine the entire zone. When navigating through the area, listen closely for the stracciatella sound of approaching enemy gunfire.



A V-8 IS GREAT

Press the B Button to hop into and out of vehicles. When you reach an intersection, press the Control Pad to make a turn.

ALL FOR ONE AND ONE FOR ALL

Press Select at the beginning of a mission and your cyborgs will move and move down the appropriate lockstep. Most aften, though, it's best to control them separately. Press Select again, then press and hold the Y button while pressing Left or Right to cycle through your squad members.



MONGOLIA

A broadcast tycoon with a thick Chinese dialect, Sam Kadosa's chief scheduler needs a bit of moral persuasion so he will agree to carry syndicate's commercials. He will be attending a heavily guarded state picnic in a city park. Keep your shotgun holstered. You don't want a stray shot to cancel the scheduler, do you?

KAZAKHSTAN

Free speech is verboten in the habit, but an irresponsible writer has gone ahead and written a nasty polemic against your good cop. You'll have to persuade his publisher to show you where the ink-stained wreck is hiding. Once there, write off the worst of it. You'll have to flush out rival syndicates with a few bursts from your Mini-Gun into the Kazakhstan City square.

KAMCHATKA



The security of one of your syndicate's top weapons labs is in danger after agents from the deceptively named "Tactical Operations" have gained control of the surrounding toxic zone. Take it to it, firepower on this mission. Once you've driven up the lab gears, be prepared for a full-force Tactit assault. If you've depleted your ammo, check out the small rectangular building near the exit for a disguised Gauss gun.

FAR EAST

Enjoy the sporting life in Taiwan. With your syndicate's clubhouse team training hard for the Finals, you'll have to persuade the referees to give your boys the benefit of the doubt. Then charm the girlfriend of the opposing team's star to block out him. Be sure to grab the proto-type CyberMed Kit stashed in a small square building near the bathroom wall.

CHINA

A Shanghai businessman of unquestioned moral rectitude is agitating against the syndicate. From your starting point, enter the car on the right, drive to the businessman's office and induce him to clear out his desk—permanently! Confiscate the cache of escortflares, anti-syndicate files in the adjoining room. Don't take the car on the left. It's beehive-trapped!



PACIFIC RIM

An especially popular syndicate leader (like some of them are popular, right?) decides to take a stroll through downtown Tokyo. Little does he suspect that a rival syndicate is laying a trap for him. Garner a public relations coup by thwarting the would-be assassin. You can flush the enemy agents from their cover in the lower right-hand corner of your screen by firing indiscriminately at them.



INDIA



It will take lots of reckless firepower to capture an animal lab run by the TLC Syndicate. First sweep the area, then seize the proto-type Flamethrower hidden in the building just above where your team starts. Watch out for the enemy agents lying in wait behind the building's columns. Reduce your casualties in this stage by stretching up on Rifles and Laser Guns.

IRAN

Talera's finest are escorting a senior syndicate ecoactivist to the local City Chamber. Take along plenty of Mini-Guns; you'll need them to silence his heavily armed escort. Aim carefully, or an errant shot will pencil out the peace-pusher. Be sure to persuade the ecoactivist's best buddy to come with you.

IRAQ

Up-oh! Your syndicate plans wipe the town of Al Rutbah from the map with a nuclear test. Unfortunately, the town is also the base of the Mind Virus Intermittent syndicate's chief hacker, who plans to defect to your side. Escort the propeller-head to a bunker before the big boom. It's impractical, if not downright dangerous, to send more than one of your agents into the narrow, twisting building where the hacker is hiding out. Watch out for agents sent out by the hacker's escaped ex-managers, including one hiding in the bunker itself.

INDONESIA

Head to Bangkok, where you'll need to persuade four business persons of the need to pay your syndicate for protection. Assassins from the rival the syndicate will render the point moot if they reach the suits first. Clear the area of interlopers by making a broad sweep toward your observation aircraft, taking right and then heading away. You'll find your subjects helplessly hanging out in the middle of the crane-packed city and in a nearby building. Move slowly when evacuating or you'll lose your subjects.



ARABIA



The psychological-warfare reviews at MWI are misinterpreting a cult that preaches peace and love among clones. The horror invades MWI's complex and shut up the sweetie-pies, free switch a suitcase containing a computer disk with a comprehensive database of the cult. The complex's wide open space make the Long Range Rifle and Laser Gun particularly useful for picking off MWI agents, who aren't predicting what they preach!

WESTERN AUSTRALIA

The Perth police aren't willing to trade in their old enforcer droids for new ones developed by your syndicate's weapons lab. Get some experience in the field of marketing by permanently decommissioning the old droids. Follow your radar scans carefully, for some are hidden in buildings. As always, watch out for enemy agents.

NORTHERN TERRITORIES

Laser-toting Top agents threaten to overtake the Centre Research Station in a daring nighttime raid. You and your tiny squad will have to hold the fort until reinforcements can arrive. You're not likely to complete this extremely challenging stage unless you've developed a full set of Versus 3 modifications. Load up on Gauss and Mini-Guns. When ready, torch up your team with adrenaline, then send them dashing out of the first building, guns blazing.



NEW SOUTH WALES

Surrounded by a group of admirers, world-famous architect Phyllis May is on her way to give a lecture in Coobee. You'll find her at the bottom of the Mission Zone. Decommission the nearby police droids and persuade her to join you. Don't be so gentle with her husband, a former aide for your syndicate who plans to turn traitor. Torture him with extreme prejudice.

LIBYA

Abort a riot by destroying all enforcement droids and enemy agents in the area. If you want to use this straightforward stage quickly, take along a handful of Droids. They'll neutralize the milling crowds as well as the enemy droids.

CHIP SHOTS

Keep control of your agents via the CHIP inserted in the neck. The color-coded status bar at the bottom of your screen tells you the health of each cyborg, which weapon he or she is using and how much ammo is left. The three small bars to the right of the weapon register API levels in the agent's bloodstream. Increase the dosage when your agents are entering a dangerous area, but ratchet them down when they're in relative safety. Otherwise, you'll breed dependency in your agents.



AN INSIDE JOB



It's usually best to send your cyborgs into buildings one at a time. Narrow doors and halls often create a cyborg logjam, which can create problems if you need to host a hasty retreat. If a firefight breaks out, you might accidentally shoot someone you shouldn't. The scanner at the bottom center of your screen will track your cyborg and all other persons inside the building.



CLEAN UP

A persuaded subject tends to circle around like a sleep-walker. If you don't nudge close, the persuadee may even wander off. In some missions, you'll have to pick up prototype weapons, computer disks and other objects. All this extra bag-gage slows down your agents and increases the likelihood of a nasty outcome if you run into rivals. For these reasons, it's always advisable to clear a Minus Zone of enemies before zoning in on your subject.



LOAD AND LOCK

Don't waste ammo indiscriminately. Pick the powerful Gauss Gun, Mini Gun or Chiller when faced with a swarm of enemy cyborgs, but opt for the less-powerful Pistol, Shotgun or Uzi when squaring off against only one. The Laser Gun is excellent for long-range sniping. When things get really hot and heavy, you can wipe out everyone in the vicinity by dropping a Time Bomb and screaming as fast as your car.



ALGERIA

Head right from the building in the middle of the pond, then detonate the drain with a Gauss Gun as soon as you reach solid ground. After dispatching the motorist, you'll want to nudge up your team. Tuck down one target in the L-shaped building at the top right of the zone. The other is lassoed down behind a barbed-wire fence at the lower right corner of the zone.

MAURITANIA

Your higher-ups would like a nice friendly chat with ranegele cyborg tycoon Merrin Magebe, who has briefly ensnared her wife POWMIRA. Take care to sweep the enemy guards from her sprawling factory complex. Eliminate the droids with your Long Range Rifle before cornering Magebe and bringing her back home.

SUDAN

Evidence planted by operatives for Sphix Inc. has persuaded an overzealous bank manager to free up your syndicate's assets. You'll need to sidetrack the ransomnegers and bring in the misguidedly thoughtless to discuss an interest-free loan. Remember that a persuaded person tends to wander, so don't move too fast to the exit point.

ZAIRE

Take back a hijacked company car and track the pyridons that greed theft into doesn't pay. When you reach the stolen car, you'll have to ransack the area before turning the ignition. Watch out for a troublemaker behind a billboard and the druid in the courtyard of the hijacker's hangout. You'll find that Mini Gauss comes in handy for removing rattled neron in your path.

NIGERIA

The muckraking editor of Nigerian On-line News is making life uncomfortable for your syndicate. Be prepared to bail him with a hail of gunfire when he leads off his company airstrip. Expect an unfriendly welcome from agents sent in by Sphix Inc. They're swarming over the airstrip like ants. When near the control tower, watch out for the agents wielding rocket launchers.

KENYA

A shrewd saboteur has been bombing airports throughout East Africa. Persuade her to side with your syndicate. You'll have to eliminate rivals, including agents sent by the Centrite syndicate. They'll become violently jealous after you've persuaded the saboteur. Coin them down with a couple of Mini Guns.



SOUTH AFRICA

Free-thinking journalists and agents from Sphix Inc. are stirring up trouble in the oil-rich region near Cape Horn. Deep-six the dilligally anklers while protecting the kindly dictators who prime the pump of oil production. You'll find your first target on the far side of the lamp, this building just above the starting point.



MOZAMBIQUE

Tsk-tsk. The segregationist residents of this sector have revolted and seized their brutal dictator and his three family members. Be sure to put on your Werens 3 eyes for your midnight rescue mission. You'll need them to find the four captives, who have been dispersed to safe houses around town.



Donkey Kong Country 2

Cranky's TOP 10 TIPS FOR GETTING 100%

Diddy Kong, you big dummy! Didn't I tell you that this adventure would be too difficult for you and Dixie to go it alone?

You'll need an expert like me to show you how to find all of the Kremloins, Bonus Areas and other secret goodies in DKC 2.

Now pay attention!

Who's the Geezer?

He's a Legend in His Own Mind

What's with this 100% business, you ask? Well, it's as plain as the tail on your butt! Every significant event in the game, including finding Kremloins, completing stages and beating major monsters, has been given a numerical score. As you progress through the game, your score will add up until you've got 100%. Your current score, as well as the number of Kremloins and Hero Coins you've found, are shown on the save file screen. How am I supposed to know how they came up with 100%? I'm a super-hero, not a mathematician!

I'll ignore that remark, thank you very much! Now where was I? Oh, yeah! If you're having trouble uncovering all of DKC2's secrets, then you've done good by coming to see of Cranky. I've got a banana boat load of terrific tips that will help you explore every nook and cranny of Crocodile Isle and walk away with 100%. Just tear out this poster and put it in a prominent place (maybe replace that velvet painting of Elvis or the one with the dogs playing cards), and you'll see my top ten tips in order. So what about that Griffey kid on the other side of the poster? I'm the big star here!



★ "!" Marks The Spot

Here's a good tip for you, little monkeys, so listen up. When you fully complete a stage, an exclamation point will appear after the stage's name on the map screen. If there is no exclamation point, then that means there are still things you need to do or find in there. Most events, like finding a Kremloin or completing a Bonus Area, are worth one or two percentage points each.

If you see an exclamation point after a stage name, then you know it's safe to move on to the next stage.



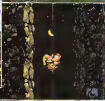
Donkey Kong Country 2 Cranky's Top 10 Tips

★ Watch The Bananas

Donkey Kong got himself captured, but at least he was smart enough to leave a few clues behind as he was being hauled away. (I guess he didn't trust you monkeys any more than I do!) Look for arrows made out of bananas, or for single bananas off to the side or next to walls. Most banana arrows or trails mark the way to the exit, but some point to hidden items or areas. As for the lone bananas, these sometimes indicate invisible hooks, barrels or secret passages through seemingly solid walls.



Single bananas sometimes mark the openings to secret passages. These passages serve as shortcuts and often lead to bananas, coins and other cool swag.



★ Hero Coins Don't Count

Well, most of them don't, anyway. Every stage has a Hero Coin in it, but finding them usually doesn't count towards your percentage score. The only Hero Coins that are worth percentage points are the ones in the Lost World stages. Since these are extra special, extra tough stages, the folks at Nintendo decided to give you some credit for finding everything in them, including my wonderful coins. Heck, my coins should be the whole focus of the game!



They won't count towards your percentage score, but finding all of the Hero Coins will help you win Cranky's grudging respect...if you want it, that is!

★ Visit The Family

Just because you think you're a big hero now is no reason to snub your family. Even if you don't need to, be sure to visit every member of the Kong clan at least once during the game. The initial visits to Cranky's Monkey Museum, Wrinkly's Kong Kollege, Funky's Flights II and Swanky's Bonus Bonanza are worth one percentage point each, so don't be a stranger. Just don't expect a free lunch when you come knocking on my door!



Visit every family member and see their services at least once. Who knows? Maybe Cranky will actually have something worthwhile to say. (I heard that!)



★ When In Doubt, Buy Clues

You young whippersnappers don't have half the experience that I do! If you're caught in a jam and don't know where to go or what to do, just drop by my Monkey Museum. If I'm in a good mood (and you've got a few Banana Coins to spare), I just might give you a small but valuable piece of my incredible game play knowledge. You can always visit Wrinkly at a Kong Kollege branch, too, but why she takes such a shine to you little tree swingers, I'll never know!



Try out the free first to see if they apply to your current problem. If they do, you'll have to fetch some of your hard-earned Banana Coins for other hints.

★ Head Off The Beaten Path

Don't be afraid to explore all around you: helicopter spin off to the sides of vertical stages, cartwheel jump off of platforms, climb up hills or towers and team jump all over the place. You'll often just run into the edges of the screens, but you never know where invisible barrels or secret paths may be hidden. Then again, if you're as good as I am, the unknown holds no fear!



Always team jump near the starting point of a stage. Many of the hidden barrels and paths are located there!

★ Crates And Barrels

Here's a nifty little trick I'm sure you never could have come up with on your own! If you've got a barrel to spare, hold it out in front of you and run into walls. If there's a hidden passage, the barrel will break it open. If there isn't, the barrel won't shatter, and you'll be able to use it somewhere else. This trick works with crates, Kannonballs and other items, too.



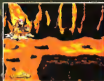
If you run into enemies while searching for a hidden passage, pat the barrel down so you don't break it accidentally.





★ Animal Tricks

Practice and perfect all of your animal friends' special skills. These skills are often the keys to uncovering bonus items, finding hidden areas or completing stages. When I was your age, I didn't need any animal friends to help me through my adventures, but I guess video game heroes have gone downhill since then!



Squitter's platform walks, Ratty's super jumps and Squeaks's flying skills are all valuable parts of your game play repertoire.

★ Repeat Easy Stages

If you're running low on Banana Coins and extra lives, repeat earlier, easier stages to gather more. You can get out of any stage you've completed before by pressing Start to pause, then Select to exit. Use Funky's Flights to go back to Pirate Panic, Barred Bayou or other stages where there are bonus items and extra lives galore. Of course, real heroes like me don't need extra lives!



Repeats and Banana Coins seem like cheap change compared to Kreenkoins and Hero Coins, but just when you need them the most, you may find that you can't find any to save your video life!

★ Save Wisely

This tip applies especially to the higher, tougher areas like Gloomy Galch and K. Roof's Keep. Try to end your play sessions and save your game after the Funky's Flights II branch has opened in the current area. When you resume your game, you can then go immediately to earlier stages to gather lives before you try to move on. If you resume a game at the beginning of a particularly tough area, you may have a hard time progressing without lots of extra lives.

I'll bet my last banana that you've stepped on your own tail before by saving at the wrong time! Sometimes it's better to start a new session farther back in the game.



KEN GRIFFEY JR.'S Winning Run™





COMING SOON TO YOUR
SUPER NES FROM NINTENDO

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NINTENDO
POWER

EPIC CENTER

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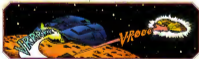
increase experience is through diet. If you feed your dragon the right food, it will grow stronger and be more effective in battle. There is no word yet on just what constitutes a preferred diet for dragons, but rumor has it that gold, jewels and meddling wizards are high on the list.

A NEW ON-LINE ADVENTURE

In December, a new interactive adventure begins in Nintendo Power Source's Epic Center on America Online. The new adventure is called *Metrod: Blood of the Chozo*, and it's a sci-fi thriller taking place on a planet far, far away. Although

Samus appears as a character in the interactive experience, the plot has

nothing to do with Zebes or the Mother Brain. In the beginning of the adventure, characters explore the mystery of the violent Chozos that have appeared from deep space. As in the case of *Wizard's Realm*, the stories of characters are created by our on-line audience. Characters' adventures can be written rules by one or more authors. Guild Masters monitor the story lines to make sure they don't violate preset standards and rules.



ANTI-YOSHIS

Some things are just too good to be true. In the case of Yoshi, that eternally cute and friendly dino from Super Mario World and Yoshi's Island, there is a dark side, unknown before now. In Super Mario RPG, a new character is introduced who is the antithesis of Yoshi: he's a bad Yoshi-like dinosaur called Wishi. Wishi is blue, wears sunglasses, sports a red crest on his head and a spiked collar around his neck.

DRAGON CHOW

Have you ever wanted to raise a dragon? RPG players in Japan will get that chance when they plunge into Bahamut Lagoon from Square Soft. One of the unique aspects of the Final Fantasy-based game is that players cultivate characters and raise them to new levels. In the case of dragons, one of the ways to

A WHALE OF A TALE

If someone were to ask you what the top rated game as scored by the evaluators at Nintendo Co. Ltd. was, you might reply that it was Super Mario World, Yoshi's Island, Donkey Kong Country 2 or The Legend of Zelda: A Link to The Past. Good guesses, but all wrong. Number one on the in-house charts is an RPG from Namco that was released in Japan on December 15th of last year. Tales of Phantasia falls firmly into the Final Fantasy camp of RPGs when it comes to battle engines, but the quality of the graphics and sound stands out even at a casual glance. This game is even prettier than Chozo Trigger. Instead of using the traditional overworld map and close-ups for towns, Phantasia keeps all of the action at the same scale in an angled, overhead viewpoint. The game ranges widely over the world, from a mountain hamlet to the coastal city, from castles and ships to a tropical village, from deep forests to rocky deserts. With a party of up to four characters in tow, you battle enemies using magic and weapons, which is pretty standard stuff, but apparently the story is also very involving. Namco hasn't made a decision on the fate of Tales of Phantasia for the U.S. market, but according to our sources at Namco, it is looking at several alternatives.



STOP HOLDING YOUR BREATH. THE SEQUEL IS FINALLY HERE.

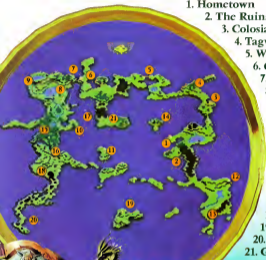
There is great news for fans of the original *Breath of Fire*: Capcom's 32-megabit, role-playing sequel is on its way to stores. *Breath of Fire II* packs more detail, more monsters, more mazes and a detailed plot line with more twists and turns than its predecessor. If you're a player who measures role-playing value by the amount of time you spend on a game, this sequel is a bargain that won't leave you disappointed. Just make sure you have plenty of free time to spend with this epic adventure.

The world of *Breath of Fire II* takes weeks to explore. Scattered across the islands and continents are fire-boding castles, expansive cities and vast labyrinths concealing innumerable dark secrets. With all the monsters and mazes, getting around can be tough, especially if you don't know

where to go next. Use the map below to locate cities and other significant landmarks. If you're looking for specific information, check out the details in the Story Line column on the following pages.



1. Hometown
2. The Ruins/Niro
3. Colosia
4. Tagwoods
5. Windia
6. Capitan
7. Nimufu's Tower
8. Sima Fort
9. Wildcat Restaurant
10. W. Cape
11. Tunlan
12. Highland
13. Thieves' Cave
14. Mt. Maori
15. The Wisdom Tree
16. Myst Valley
17. Sky Tower
18. Farm Town
19. Eburai
20. The Church
21. Gate



LIFE ON THE FRONTIER



While some of the inhabitants of the villages leading the world of *Breath of Fire II* are willing to share information about the surrounding countryside, the best way to learn about your new world is to explore the area firsthand. But be warned: Hideous monsters and wild animals roam all four corners of the planet. Until you defeat monsters for the first

time, you'll never know how many hit points they have left on their energy meters. Survival in the wilds also depends on planning. Prepare yourself for danger by stocking your party with plenty of herbs and antidotes. In desperate situations, you might be required to live off the land. Keep a sturdy fishing rod and large supply of bait ready in case your food supply begins to dwindle.



PROLOGUE

From what you can remember, you had a happy childhood. You grew up in the town of Gate with your father and sister, and you spent many hours playing in the tall grass growing behind the village. A huge dragon had slept in the grass, but you weren't afraid because all the grown-ups told you that long ago the dragon had saved all the people in the town.

What was there to fear from a good dragon? Your sister liked to make up strange stories, including one about the sleeping dragon being your mother. She said she dreamed the story one afternoon while napping in the whispering blades of grass. Then one day you

took a nap beneath the dragon, and when you awoke, your world was changed forever.



Other
"You fought to protect Yuu. You are brave."



Breath of Fire II isn't a game you're going to finish in a weekend. And you're going to waste time going around in circles if you don't know where to go next or who should be in your party. Get your facts straight in the Story Line, a comprehensive, step-by-step guide that keeps you ahead of the game and on the path to victory.

STORY LINE

1. Visit the Ranger Guild and meet Mira.
2. Explore Mount Fubi and fight the Horny Sisters.
3. Speak to the old man in the ruins west of Tower 2000.
4. Rescue the Hotchdown and assist Mira and her pet, Hove Kilgorn Blue Fox.
5. Help with Bow to the ruins.
6. Search for the real thief in the ruins of Galois.
7. Meet Rand and learn about Baba.
8. Find Baba in Tagwoods and fight for his axe.
9. Enter the Coliseum in Baba's place.
10. Defeat Iagus.
11. Visit the Magic School in Bonetown.
12. Infiltrate the Joker Gang's secret hideout.
13. Rescue Mira and assist Nera.
14. Return Mira to Windia.
15. Have Sen join your party.
16. Discover Captain village.
17. Enter the well and save the Captain villagers.
18. Follow Sen to Captain.
19. Awaken the dragon within.
20. Return Sen and Iragary to the ruins.

1

YOUR JOURNEY BEGINS

When you awoke from your nap beneath the nostrils of the dragon, no one in Gate had heard of you, your father, or your sister. Like many children in Gate, you became an orphan. The Church of St. Eva took you in, but you didn't remember these being any church before and didn't trust the man running the orphanage. One evening an orphan named Bow decided to run away to a new town. Left with few alternatives, you joined your new friend and fled into the rainy darkness. You were young, and no one warned you about the dangers in the real world.



There are more warriors in the northern part of this village.



Bow
"Elder! Please give us work!"



3

PET DETECTIVE

All great adventures have small beginnings. While looking for work, you and Bow stumble across a girl looking for her pet, Suzy. Beggar can't be choosers, especially if the job

puts food on the table. Stock up on herbs and antidotes, then explore the outskirts of your hometown. You'll need to scale the cliffs of Mount Fubi before you'll find Suzy.



Bow checks the collar Suzy is written on still!

21

HOME IMPROVEMENT

Granny and Sara move into your hideout in the ruins, but they need more space to continue their magic experiments. Bow can't do all the work on the expansion alone and demands that you hire a carpenter for construction work. Granny knows of a carpenter looking for work in Captain. He's the same one you rescued in the will. Speak to the carpenter and offer him the job. After he accepts the work, the channel ferry to Sima Fort will dock at the Captain's wharf.



25

NIMUFU'S TOWER

After crossing the channel, the party encounters a giant frog named Jean. Jean hasn't always been a cold-blooded reptile. He's actually a prince under a spell cast by the witch Nimufu. Nimufu will divulge the secret for breaking the spell if you reach the top of her tower and beat her in battle. Explore every nook of the tower and locate the Water Shaman, who will bestow additional powers on the party.



27

TOILET RING

Jean can prove he's a prince if he has his Royal Ring. Unfortunately, he gave the ring to Nimufu as a gift. When you return to the tower, you learn Nimufu left for a party at the Wildcat Restaurant. Evidently she's not having a good time, so you find her in the bathroom flushing the ring down the toilet. Jump in after it!



28

BUG BRUNCH

The impostor prince has a ring, too! Just when you think your goose is cooked, Princess Potape recommends a cooking contest to ferment out the lake. Jean knows he can win if he whips up a Gold Fly Pudding. Thankfully, you're assigned the task of collecting ingredients, not taste testing. Can you find a Gold Fly? The proof is in the pudding!

STORY LINE

1. Hire the carpenter in Captain.
2. Ride the Captain Ferry to Sima Forest.
3. Meet Jean the Frog.
4. Explore Nimufu's Tower.

5. Defeat Nimufu and learn of Jean's curse.
6. Return Jean to Sima Fort.
7. Visit the Wild Cat Restaurant and win the Royal Ring in a cook-off.
8. Capture a worm, a cockroach and the Gold Fly in the Sima Fort basement.
9. Defeat the evil Kawadara.
10. Release Parry the thief from the Sima Fort chest.
11. Take the real thief back to Trone in Homestown.
12. Reunite Bow with Kilgore and celebrate.
13. Uncover Trout's rife secret.
14. Take a new job at the Ranger's Guild.
15. Visit the Whale Cape and wake the whale.
16. Pay admission for the show in Turlan.
17. Visit the home of the Uparupa Hunters.
18. Defeat Owlgerman and win the Owl Fruit.
19. Capture a Uparupa in its lair.
20. Defeat the Sideshow Chief in Turlan.
21. Find the Wisdom Tree on the West Continent.



29

KUWADORA

Jean's award-winning Gold Fly pudding is too much for you and the imposter prince, but the royal faki has stacked the deck against you. Princess Petape knows about a lethal secret beneath Sima Fort. Use the secret passageway on the right side of the restroom and confront the pretender to the throne.



31

TROUT'S SECRET

As a reward for defeating Kuwadora, the King of Sima Fort says you can have anything you want in the castle. Revisit the royal chefs in the kitchen and pick up Patty, the thief. Returning Patty to Trout clears Bow's name, but everything seems a little too perfect. Patty accuses Trout of running a racket, but he says he has nothing to hide. Without proof, Patty doesn't have a case, and who's going to believe a thief anyway? Still, you have to admit that there's something fishy about Trout. Perhaps the remorseful Kilgore can give Bow information on Trout's racket.



34

THAT SHE BLOWS!

You've read the signs, you know the jingle, you owe it to yourself to taste a few Whole Cakes at the Whale Cape. Use Jean the Frog to hop downstream past the thick forest. Check out the pulsing, pink cavern and put Katt at the front of your party to break down any barriers obstructing your path. Why do the walls smell like fish?



35

GATE REVISITED

Something hideous has happened in the town of Gate, something so awful that the most courageous rangers in the world are too terrified to investigate. Bow reminds you that this is the town where the two of you met as children. Rumors persist that some sort of evil force destroyed nearly all the trees in the forest where you used to play, if someone could communicate with the trees, you might learn the cause of the destruction and discover a means of stopping it. Of course, the only beings who can talk with trees are the rare and elusive Grass Men. The only time you've seen a Grass Man was in a circus side show a long time ago. Where is the circus now?

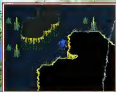


38

UPARUPA HUNT



The heartless chief of the circus side show is tired of his Grass Man exhibit and is looking for a new act, but he won't take a business loss by turning his show loose. You need to find a Uparupa for the circus.



The Grass Man is doomed to one last, very final curtain call. While you don't know exactly what they know about Uparupas, you remember the monster hunter's house north of the town of Gate. Someone there might tell you where to find one and how to catch it. If you can't find any hunters home, check to see if there is anyone out in the backyard.

42 NAME THAT TUNE

If Spar had the Therapy Pillow, he could enter the mind of the Wise Tree and determine the nature of the evil looting Gate's forest. The Therapy Pillow is in a vault in Tunlan. If you completed the first Breath of Fire game, you already know that the inhabitants of Tunlan speak the language of music. You must find the Famous Flute to communicate with the locals. Talk to a man outside the Tunlan Inn for more information on the Highland Castle. Make sure Sen joins your party for the journey.



46 SHROOM HUNT

If you can cure the Queen of Tunlan, you can have the Therapy Pillow. Retrieve Gedd the Magician from Mount Moon and take him to the Queen's chamber. The Queen requires a special potion that is made from a specific mushroom. You can find this mushroom in a meadow at the summit of Mount Moon. Sen can scale the steep face of the mountain.



47 KILLER CALORIES

The mushroom from Mount Moon strikes your party to a minuscule proportion, enabling you to venture into the Queen's bloodstream and dispose of the fatty fiends prowling her arteries. To cure the Queen, dispose of all the wandering monsters in every internal organ. Check the little green monster icon at the top of your status screen to see if a monster is hiding nearby.



STORY LINE

41. Return to Tunlan and learn about the Therapy Pillow.
42. Journey to Highland Castle with Sen in your party.
43. Return to Tunlan with the Flute and learn of the Queen's illness.
44. Venture to Mount Moon and find the Magician.
45. Return to Tunlan with the Magician.
46. Pick up treasures in Mount Moon.
47. Discover the monster's lair: Inside the Queen.
48. Discover the monster's lair: the Wisdom Tree.
49. Discover the monster's lair: the Wisdom Tree.
50. Enter the caves of the Myst Valley fog inside the Queen.
51. Escape the fog and return to Myst Valley.
52. Visit in Fairy Town with Rood in your party.
53. Find the Great Bird in the lower reaches of Windia.
54. Soar on the Great Bird to Eburia.
55. Visit Fort Cott with Kate in the party.
56. Find Patty in the Thieves' Cave outside Highland.
57. Revisit Fort Cott.
58. Explore Bando and find Father Manson.
59. Discover the secret of the St. Eva Cult in Teria.
60. Defeat Babaruku.
61. Rescue your father deep within the bowels of the Queen's lair.
62. Return to Gate.
63. Explore the Gate Woods.
64. Find Patty, the thief.
65. Defeat Babaruku and enter the underworld beauty: Gate's dragon.
66. Prepare for the final confrontation with Dragon.

50 WALKING IN A FOG

Gandroof the Wisdom Tree thanks you for saving his memory and tells you to explore the Myst Valley south of his forest. Upon arriving at the entrance of the valley, you find lowlands saturated in a soupy fog. You can't see a thing. A nearby resident shouts to you the directions to the Sky Tower, the device that controls the weather. The Sky Tower is located beneath the ocean, and exploration requires some deep sea diving. Remember to take a few deep breaths before you venture far underwater.



52 FARM TOWN

Located on the flat, fertile plain south of the Myst Valley, Farm Town is the village where Rand grew up. Rand's mother orders everyone to work clearing the land behind her homestead. Employ your low level characters and build up their experience here.



53 THE GREAT BIRD

Rand's mother is being held captive at the Church of St. Eva. The only access to the church is by air. Place Nina at the front of your party and speak to the guard at the gates of Windia. If you can obtain the Mark of the Great Bird, your party can rescue Rand's mother. The Church might have some answers to your questions, too.

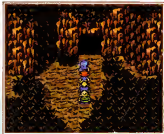


EPIC REVIEW

66

DRAGNIL

The evil Dragnil, the final enemy in *Breath of Fire II*, awaits your party somewhere on the planes of Infinity. Destroying this vile creature is no easy task. Raise your character levels to an average of 45 and keep a supply of Wfruits handy in case your magic power runs low. When you first confront Dragnil, cast the *Anlini* spell to revive your party for battle. Dragnil often drains your magic and life points, and there's very little you can do to counter this attack except cast *Cure* spells. The beast is rumored to possess over 10,000 hit points, so expect a pitched battle to the end. You are the last hope for peace in the world. The fate of humanity rests on the edge of your sword.



MILLIONS of

Japanese Gamers

ARE IN A FRENZY OVER



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So what's all the fuss about?

About two months ago, a phenomenon of monumental proportions swept over Japan, affecting nearly every game player in the nation. It was a storm that had not touched the land of the rising sun for three years, but the long hiatus only served to make the effect stronger than ever. The phenomenon had the force of a tsunami and the drama of a typhoon, but it could be controlled, oddly enough, even by children. The force of which we speak is Dragon Quest VI from Enix—perhaps the single most anticipated video game of all time.

The road to the national release of DQ VI seemingly was paved with stones the size of houses. Almost from the time of



the Super Famicom/Super NES release back in 1991 Enix has talked about this game. More than a year ago, the game was set to be released, but further development was required and the rumor of the sixth coming of DQ died. Enix wanted the game to take the RPG world by storm. They worked on. Finally, the finished game appeared to the public at Shoshinkai in November 1995. The launch was set for a few weeks later on December 9th. Previous launches of Dragon Quest games have met with crowds numbering more than a million strong snaking through the great cities of Japan. These days were treated as holidays by legions of Japanese



Although DQ fans will notice similarities to the NES games that preceded DQ VI, the latest DQ uses high-quality 16-bit graphics

gamers who camped out at stores with the hope of purchasing their own copy of the latest DQ. The games aren't cheap, either. In Japan, the 32 megabit DQ VI costs about 11,400 Yen, or over \$100 U.S. Nintendo Power managed to snag one of the first copies and fly it back to America where we began playing the game immediately. It is estimated that Enix will sell between three and four million DQ VI Game Paks in the first few months of release, which will make it one of the hottest selling games ever.

So what makes the Dragon Quest



Dragon Quest fans of all ages lined out on December 31st, 1995 to purchase the newest epic adventure from Enix.



THE CREATORS

YUJI HORII

Prior to writing the Dragon Quest series of games, Mr. Horii wrote a multiple path murder mystery game from Enix called *Portopia Murder Case*. More recently, he joined the celebrated development team that created *Chrono Trigger* for Square.

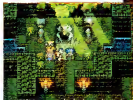
AKIRA TORIYAMA

The art of Akira Toriyama may be best known in Japan from the *Dragon Ball* series of comics and TV cartoons and video games. He also created the characters in *Chrono Trigger*.

KOICHI SUGIYAMA

Mr. Sugiyama has been called the greatest composer in the video game music world. In addition to the music in the DQ games, he composed *The Dragon Quest Symphony* for a performance by the London Philharmonic Orchestra.

series so special to Japanese gamers? In the U.S., the *Dragon Warrior* series (which is just DQ translated into English) has sold in the hundreds of thousands as opposed to the millions in Japan. Our Japanese colleagues mention several reasons for the unwavering support for DQ: the story is a big part of it—a sweeping epic revolving kingdoms, magic and dragons. In addition to the plot, the *Dragon Quest* series is familiar to its audience because many aspects of the world never seem to change, including many of the battle and play control conventions. It's kind of like coming home. Other players see the music score as an important factor and the challenge in raising your characters to powerful heights of strength. In DQ VI, fans expect more of all these elements, and it seems that they are getting it.



Up to four members can join your party and they can be from any of 18 professions

THE BATTLE REMAINS THE SAME

The battle screens of *Dragon Quest VI* look surprisingly like the battles in the first *Dragon Quest*. In all of the games, you find yourself facing a party of enemies head-on, forced to make decisions by selecting battle commands from a series of menus. You can fight with your weapon, use a tool or item, cast a spell if your character has magic and MP, or try to run away. In *DQ VI*, you can set your command to auto in which you don't have to target a particular enemy. Alternately, you can choose to fight individuals or groups of enemies that you select. Graphically, the backgrounds in the battle screens show a marked improvement over past *DQ* adventures. More animation was used for the enemy's attacks and spells than in previous games. For anyone who hasn't played any of the *Dragon Warrior* games, the basic idea of the series is to fight enemies in order to gain experience and build up levels. Since such a large amount of play time is spent in battle mode, it's important that *DQ* games have a fast command structure. Even so, one of the complaints that some American gamers voice is that you spend too much of your time fighting and not enough adventuring. None of that has changed with *DQ VI*.



Multiple enemies take the field of battle against your character or party. Part of the strategy is in figuring out which enemies to attack first and last.



Slimes and other enemies can be defeated for Experience Points and Gold. Experience builds character strength and you can buy goodies with Gold.



Enemies range from comical foes to fearsome fiends, but within the confines of a particular region they tend to be of compatible strength.



Characters go to the shrine in order to switch professions in *Dragon Quest VI*. With a choice of 18 different professions, it may not be an easy choice.

WHAT'S IN A JOB

Not all heroes are created equal, at least not in the world of *Dragon Quest*. Every character has a profession that limits or increases his or her power in different skills. Most characters also possess special skills or attacks. Fighters use weapons or martial arts moves to thrash opponents, while magic users cast spells. Limitations might include the fact that some characters cannot be equipped with certain weapons or armor. Those are the basics, but the 18 professions in *DQ VI* have a great deal more variety than in previous games. Players will find themselves taking wild boars, transforming into dragons, calling in the troops, healing the sick, stealing items from foes and even confusing enemies by magical dances.

Generally, you'll find characters in regions where their special attributes make

PROFESSIONS

WARRIOR A proud expert who also can use magic. He can equip most armor and weapons and he has a double hit.

FIGHTER Uses most attack and weapons. At higher levels, his number of critical hits increases.

SAMURAI Uses mostly dance styles. A capable thief, can steal a foe's MP or can fuse enemies or steal items.

MAGICIAN A basic mage user. The Magician specializes in attack magic spells of all levels of power.

MONK The holy warrior is an expert at healing magic. The Monk's special magic is Reflect.

DRAGON Can transform from enemies and find hidden items. Uses special Search magic to find treasure.

BEAST MASTER After battles, he gets foes to join your party. He can transform into a dragon.

FREELANCER He has many skills, including a monster call and sleep spell. He can mimic enemies, as well.

MAGIC FIGHTER Combines magical and warrior, attack magic plus the ability to use weapons and armor

CHARISMATIC He can summon monsters or increase member's attack points twice or increase MP or HP

SUPER STAR Combine a Gencer with a Freelancer. Very cool. Fends off monsters just by being cool.

MERCHANT He knows the hidden value of items. Can get more money from defeated foes. He calls an army by paying them.

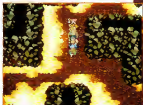
BATTLE MASTER Warrior plus fighter. Good at fighting dragons or metal monsters or zombies.

PARADIM Fighter plus monk. Takes all of the attack for the party.

PANGER Thief plus merchant plus Beast Master. Avoids enemies' fire attacks.

HERO Very high stats in all categories. During battle, his HP is automatically restored during battle.

them useful as party members, but at times you may have to make a difficult choice in bringing one or another character. Some characters gain new skills over time, so it is important to raise their levels. Of the 18 professions, two still remain cloaked in secrecy by Enix, perhaps one of the hidden professions is a game programmer who can delete dragons with the click of a mouse.



Parties in Dragon Quest VI contain up to four characters, but these characters will change as you progress in the game.

STRANGE AND WONDERFUL

The vast world of Dragon Quest contains secret areas, endings games, new ways to travel, new magical spells, and even a few practical options to make the game a bit easier to play. In the latest category fills a new option that allows players to recall conversations. In Dragon Quest VI, you don't have to write everything down; you can bring up conversations from the past to read over at your leisure.

Another strange curiosity is the vital Search command in DQ VI. You may have to search in odd places such as village wells, which may contain treasures or people. If you use the Search command at a well, you'll find yourself actually climbing down the rope. You can also use a Search spell to find hidden items. Climbing into wells may be slow-going, but traveling from place to place in the DQ universe has never been easier. Transportation comes in the form of sailing ships, wagon trains, and more exotic forms such as a floating island. With all these wonders, we can only hope that a U.S. version will find its way over the Pacific.



Heroes ride in style in Dragon Quest VI, by land and by sea. The magical, floating island is a new touch.

In the Battle Arena contest, you face individual monsters in combat. For three victories you win special items.



The beauty contest across Cool Points, a new rating system similar to experience. Winners get some cool prizes.



Bonus games in DQ VI include slot machines, a beauty contest and various types of puzzles and bonus battles.



SECRET OF EVERMORE

Secret of Evermore is one of the hottest role-playing titles of the past year, and with good reason. Combining the best elements of adventure and role-playing games, it provides a terrific balance of player-controlled combat, mind-bending puzzles and intriguing plot twists. This month, we delve ever deeper into the mysteries of this amazing imaginary realm!

FAQs

While some role-playing games are known for their terrific monsters and tough opponents, Secret of Evermore's appeal lies more in its great puzzles, secrets and the numerous items you must find and figure out how to use. A lot of players have been asking us about the same places and things, so we'll answer those frequently asked questions (FAQs) in this month's Epic Strategy. Some of the things we'll be talking about are not essential to finishing the game, but many role players like to find every little bit of secret in a game, and we're here to please!

Volcano Path

The first puzzle that seems to stump a lot of players is how to get up to the top of the Volcano. At the end of the Volcano Path, look for a gray oval on the ground. This is a steam geyser that, when stepped on, will propel you to a higher ledge. Cut the bushes to the left to reveal a second geyser. Step on the left geyser, then enter the cave to the left. When you emerge,

step on the geyser to shoot up to the crater. The fellow up there will teach you the Levitate formula and save your game for you.

Volcano Core

Once inside the Volcano Core, you'll find yourself stuck because there's a stone in your way and no Mad Peppers left to power your Levitate formula. At that point, follow the paths up the ramps to the ledges above the main slope. You should be able to find a boulder that you can roll down the slope by pushing your attack button. It will crash into a lava



Look for stones that you can push onto the main floor.

pool and create a new path. After more exploring, you'll enter a system of tunnels. Go up one screen, left one, down one, down two along the left side of the room, right two and up one. Defeat the vicious Mper Commander to

receive a Mad Pepper. If you leave and come back, he'll appear again. You can keep on defeating him to get as many peppers as you need.

Volcano Pipes

With their conflicting currents, the Volcano Pipes can be a confusing riddle. Go up the left pipe, take the second left, go up all the way, left all the way, down all the way and right into the pit. Climb out and step on the switch to open a gate. Jump back into the water to ride back to the starting point. Take the right-hand pipe and go straight up. This will put you on the path to Magmar, the guardian beneath the Volcano.

Annihilation Amulets

Annihilation Amulets can be traded for a number of goods and services, including a trip across the Great Desert, the Ticket to the Exhibition in Ivor Tower and several impressive pieces of armor. Don't waste your hard-earned jewels buying them in Crustacia, though; you can pick them up in the Nobilia marketplace for 50 bags of rice each. You can also pick up two for free in

Ivor Tower. On the third level of the tower, there's an amulet upstairs in the third building from the left. To get a second amulet, go around the left side of the same building to a secret door in the rear. Go down to enter the door. Look for a vendor in the market-



Go up this alley and then walk to the right and down.

place who will trade you armor for amulets. His pieces are much better (and a lot cheaper!) than what you'll find in the local armor shop!



There are better deals in these stalls than in any fancy shop!

The Nobilia Marketplace

As in real life, finding bargains in the Nobilia marketplace can be frustrating and time consuming. Obtaining a single item is usually the result of many different trades done in sequence, so it's hard to tell how much money you're really spending along the way. For example, you can get a Jeweled Scarab to exchange for one jar of Spice and two bottles of Perfume. Depending on who you trade with, the Scarab can run you anywhere from 84 to 210 jewels! Once you know which vendors are offering the best prices on certain basic goods, however, the process becomes much easier. The best deal on rice

can be found in a stall near the top left corner of the market. The woman there will offer it to you at three jewels per bag. If you're looking for Spice that's priced right, visit the vendor to her left. Take him up on his offer of four bags of rice per jar of spice. It



Luckily for you, these two are located right next to each other.

will cost you twice as much if you trade with ceramic pots. If beads are on your shopping list, look for them at the stall just below the main entrance to the market. The old man there will let them go for one bag of rice and three jewels. If you want to get to the two stalls in the lower right corner of the market, you have to go one screen to the right to the next plaza. Go to the lower left corner and enter the building. Go left through the building and you'll come out in that closed-off corner. One final word of caution. Don't bother trading for new armor



As you walk through the building, you'll find another vendor.

when you first enter Nabalis. You'll be sent to the arena to fight Vigor, but you'll find some of the same items in the waiting room just before the match (look for a hidden passage on the right side of the room). Just be sure to raise your experience levels in the desert before you come here and you'll do just fine.

Save the Oglin

After you send Aquagoth to the briny deep, you'll climb up out of a well near the town of hor Tower. If you stand next to the well and press B to turn the crank, you can raise the bucket. If you bring it all the way up, you'll discover that an Oglin has hitched a ride. Before you can do anything, he'll jump out and bounce away into the trees. Some players have been concerned that this Oglin is up to no good, but that's not the case at all. In fact, if you're lucky enough to stumble across this Oglin in the Dark Forest later in your adventure, he'll thank you by giving you either the Thief's Cloak, which improves evasion percentage, or the Wizard's Cloak, which improves magic defense percentage.

The Dark Forest

Speaking of the Dark Forest, a lot of players have been wandering around in there for some time. Though drawing a map is always a good idea, there's an even easier and faster way to determine whether or not you're on the right track. Look up into the



Your best bet is to look for a pair of glowing eyes.

branches of the trees along the path. If you see what looks like a bat or an owl, then you're heading in the right direction. He's often hard to see, but you can usually spot his glowing eyes as he blinks. All the rest of the paths are dead ends anyway, so it shouldn't be hard to find your way to the exit.



Ebon Keep Sewer

Like the Dark Forest, there is a simple way to get through the Ebon Keep Sewer. When you walk down through the entrance, just follow the wall on the right for your character's left all the way to the exit. Think about it as if your character were placing his left hand on the wall and never letting it slip, following that same wall around twists and turns. This will take you on a roundabout route around the edge of the maze, but you'll eventually reach the door that leads into the Ebon Keep Dungeon. The chests in the sewers don't have anything significant in them, but if you'd like to see for yourself, switch to the dog and press down on some of the walls. You'll find hidden paths (the ones the rats use) that will take you to the chests.

A Rat, a Bazooka and Level Building

The Verminator is the king of the rats that infest Ebon Keep. You don't need any special strategy to defeat him, but you do need to build up your experience and weapon attack levels. Most players get to Ebon Keep at level 24 or lower, but you should be at least to level 26 to face the Verminator. To build yourself up, go back through the dungeon to the sewer. Switch to the dog, set the boy's aggression level and attack strength as high as they will go, and let him defeat all the rats. Go out and come back to make more appeal. Your weapon attack level will go up one notch after every 99 enemies, if you want something extra-special

for the battle, buy one piece of armor from Cool (remember him from Final Fantasy IV?) in the Ebon Keep armor shop. He'll throw in the incredible Thunder Ball Bazooka free of charge!

Killer Plants

As you explore Ormentapa, you'll come across a Greenhouse with rows of deadly plants that will tear you apart! If you manage to turn off the lights, though, they'll go dormant. From the entrance to the Main District, go right one hallway and down two more to Area C2.



Go to the computer in the control sector to turn off the lights.

Enter the trap door to get to the Fan Room. Press B to flip the switch, then exit. Go left to Area C1 and enter the trap door to get to the Heating Coil Room. Enter the white beam to go to Area D1. Go right two hallways to Area D3 and enter the trap door to get to the Control Sector. Go to the central computer and press B to turn the Greenhouse lights off. Enter the Access Code you received earlier in the game into the right computer, then exit. Go up one hallway and right one hallway to Area C4. Enter the trap door to get to the Alarm Room. Walk into the white beam to go to Area B4. Go left one hallway and fall through the trap door to enter the Greenhouse.

COUNSELORS' CORNER

**Super
NES**

YOSHI'S ISLAND

WHERE ARE THE FOUR RED COINS IN WORLD 1-7?



Jessica Joeffe

Even the best egg-tossing dinosaurs finish World 1-7 without the last four red coins. There's a hidden area near the end of the stage. Stand on the last log at the end of the stage and toss a few eggs or spit watermelon seeds straight up into the air. If your aim is on the money, a small Spring Ball will drop out of the trees. Bounce off the ball into World 1-7's secret area and collect the remaining coins.



Stand on the last log in World 1-7 and throw eggs up into the air to find a Spring Ball.



High in the trees is a secret area containing the last four red coins in the stage.

?

HOW DO I DEFEAT RAPHAEL THE RAVEN?

?

Don't let the big bird in Stage 5-8 stump you. Raphael the Raven is fairly easy to defeat if you know where he's vulnerable. As you flee from the flightless fowl, try stomping down on

the two posts sticking out of the rotating globe. Each time you pound a post, it slides all the way through the orb and pops out on the other side. The trick to defeating Raphael is to pound the post at

the exact moment he's on the opposite side of the sphere. If your timing is perfect, you'll unbalance the black bird, and he'll take damage. It takes three hits to permanently ground Raphael.



Experts are polarized on the method for defeating Raphael. Some wait until he stops before they pound, others pound posts on the run.



Lining up your post attacks requires timing. You can only hurt Raphael when he is on the opposite side of the spinning orb.



It takes three perfect post pounds before this flightless fowl finally floanders. Jump the fireballs that circle the globe in both directions.



John Gower

WHAT ARE THE BEST BATTLE STRATEGIES?

The best way to learn the secrets of winning battles is to know your enemy. Start a new scenario and watch the computer play against itself. Use the Spy command to check the enemy's strength before riding into battle. Make sure your army has enough weapons. Attacking forces should have an Arms rating of 75 or better. Finally, keep your armies well supplied. A winning army lives on its stomach.

Level- Novice Avg. Pro
 Battle-Always Choose Never
 Play-vs-Game One Two

Know your enemy. Let the computer play a few turns against itself and learn from its mistakes.



Stay ahead of the game by using the Spy Command to evaluate potential threats.



HOW DO I FLOOD A CITY?



Flooding a defender's city severely reduces the city's defense rating and lowers enemy morale. You can flood only cities that border two river squares.

Your general will tell you at the beginning of battle if it is possible to flood a city, but this command won't come until later during the fight. Wait for

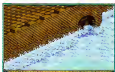
your general to tell you the option is available at the beginning of your battle turn, then choose the Attack command and select the word "flood."



Rainy days always dampen enemy spirits. Drain cities adjacent to two river squares.



In case you forget, your generals will tell you if it is possible to flood a city prior to battle.



The waiting is the hardest part. You can't select the Flood command until preparations are made.



HOW DO I CREATE A NEW DIVISION?



Making divisions allows you to protect your holdings in several places at once. Keep in mind that creating a new division weakens your existing armies. All units

involved in the transfer must occupy the same square on the map. During the Plan Phase, choose the division you intend to break down, then select the Military and Organize commands. Transfer the neces-

sary food, gold, soldiers and generals to an empty division at the bottom of the screen. Press the B Button until the game asks you if you want to stop reorganizing. Select the "yes" command to end the process.



Breaking up is hard to do, but some circumstances require that you divide your forces.



When creating new divisions, all units must occupy the same square on the map screen.



During the Plan Phase, choose the area to be divided and the Military and Organize commands.



WHY WON'T THE GATE OPEN IN THE PYRAMID?

The center gate in the Pyramid Extension can be opened only once. If you open the center gate before speaking to Tiny, you can't revisit this area. One possible solution is to take the Wheel and the Gauge to the Tinker in Ebon Keep repeatedly. While this won't work in every game, sometimes the Tinker will take you off in the rocket and into the next phase of the game.



You can't reenter the Pyramid Extension's center gate if you open it before speaking to Tiny.



Giving the Gauge to the Tinker sometimes solves your conundrum, but it won't work every time.

HOW DO I EXPLORE OMNIPTOPIA'S HALLWAYS?

Getting around the hallways in Omnipotopia's Main District shouldn't be a problem if you defeat the Sphere Bots blocking the hallways. You can enter the air locks in the

right corner by switching to the dog (use your Select Button) and using him to walk into the small circular doors. When the dog enters the air lock, he'll float up to the same level as the hovering Sphere

Bots, and you'll be able to defeat them. As the Bots are defeated, you'll be able to open the passage through the center of the hallways. The Sphere Bots reappear if you continue a saved game here.



Switch to the Dog to enter the air locks and explore the rest of the areas in Omnipotopia.



Air locks are located in the corners of each chamber. Defeat the Sphere Bots to proceed.



Defeat the remaining Sphere Bots to explore the rest of Omnipotopia's Main District.

HOW DO I REACH TINY IN THE PYRAMID EXTENSION?

Reaching Tiny the Barbarian isn't very tough if you know the route for finding him. From the start of the Pyramid Extension, walk up to the rock and use the Levitate spell to move it onto the right switch. Walk over and

stand on the left switch, then make your dog sit on the middle switch. When all three switches are covered, the gates in the center will open. Enter the two middle gates and step on a teleporter. You can find Tiny if you reenter the teleporter you

came from, but the number of times you must enter the teleporter before reaching Tiny is random. When you do find Tiny the Barbarian, he'll give you the Diamond Eyes. Take the Diamond Eyes back to the Tinker in the Tinker's Tower.



Use Levitate to move the rock up onto the right switch. Make the dog sit on the middle switch.



The trick to finding Tiny the Barbarian is to keep reentering the teleporter you just came from.



When you do find Tiny, he will reward you with the Diamond Eyes. Give these to the Tinker.



HOW DO I REACH THE LEDGE IN STAGE 3-4?

You can pick up the letter "K" and a bunch of bananas on the high ledge at the start of stage 3-4. As soon as you enter the stage, run left and jump into the barrel moving up at the side of the screen. The barrel is on a one-way trip and isn't coming back. You must reach the barrel on the first try. If you're quick enough, you'll ride the barrel up to the high ledges and collect the goods.



Simple means go bananas trying to find a way up on this high ledge. The trick is to catch a ride in the barrel to the left of the starting point.



Ride the rising barrel up to the ledge and score the letter "K" and a banana bunch, then jump down and complete the rest of the stage.



HOW DO I DEFEAT K. ROOL?



Feeing crushed by the King of Koeningts? Don't give up. In order to defeat K. Rool, you need to jump onto his bald head. Wait until he throws his crown and stamp on his head before

he charges. Keep following him around the deck until you've hit him six times. Periodically the King changes his strategy and attacks with a series of belly flops. This is where the game ends for most

players. You must survive six belly flops before the King starts throwing his crown around again, but there's a safe spot on the edge of the grating opposite K. Rool. Just remember to duck.



King K. Rool is determined to dump you overboard before the credits finally roll in DK Land.



The only way you can hurt King K. Rool is to jump on his head as he tosses his crown around.



You can duck on a flop-proof safe spot on the deck grating at each side of K. Rool's ship.

Q & A FAST FACTS

Mike T.
Counselors' Corner
P.O. Box 57933
Redmond, WA 98073-9733

MECHWARRIOR 3050

- Q:** How can I tell what my next mission objective is?
- A:** Select your Radar Computer to find out.
- Q:** How do I make it to the door before the bomb blows up in Miss pan 4?
- A:** Collect the coin for closest to the metal door last. This gives you 30 seconds to escape.

URBAN STRIKE

- Q:** Where do I find the co-pilot, Long Hair?
- A:** You break him out of jail in Campaign Six.
- Q:** Can I defeat the enemies in the "Danger Zone"?
- A:** Areas flashing "Danger Zone" indicate that you can't enter there yet. While you can shoot some of the enemies, you're usually wasting your time. Come back later.

PGA TOUR '96

- Q:** How do I add back-and-top spin?
- A:** Adjust your Arc Meter on the Draw/Fade menu before swinging.
- Q:** Why does my ball fly left or right, even when there is no wind?
- A:** You must press the A button when the swing cursor is in the meter box. Anything left of the meter pushes your shot left, and anything right slices.

NESTER'S FUNKY BOWLING

Join Nester and his twin sister, Hester, for some frantic fun at the virtual bowling lanes!

NESTER FREAKS FOR FUNKY BOWLING

Long-time readers will remember Nester and his ongoing quest to star in his own video game. Partnered with his twin sister, Hester, Nester finally realizes his dream in *Nester's Funky Bowling* for the Virtual Boy. The spike-haired pair tear up the lanes in one-player and two-player alternating action. The bowling itself is incredibly realistic, while the twins' animated antics keep you entertained between frames.

The level of challenge is very high, and the game has that same "just-one-more-time" quality that made Tetris and Dr. Mario mega-hits. If you're one of those players who just has to beat the high score, then this Pak is for you!



0-90
90-200
200-270
270-300

Beginner (Gutter Putter)
Intermediate (Pin Head)
Advanced (Alley Cat)
Pro (Lane Brain)

SCORE

The Real Thing

Bowling is really physics turned into a game! Players must judge how a moving object will affect a group of stationary ones. Mass, speed and angle of attack all help determine which pins will fall when the ball hits them, and the game's programmers have done a fantastic job making the action of the ball and pins realistic. In Nester's Funky Bowling, just as in real bowling, you can "finesse" your throw to make the pins bounce, ricochet and roll around, knocking down other pins in turn.

MODES OF PLAY

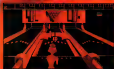
• • • PRACTICE

Choose from 28 different pin formations, ranging from a normal setup to difficult problems, like splits. You can keep working at a problem until you get it right!



• • • CHALLENGE

In this mode, the first ball of each frame is thrown by the computer, leaving you with a problem to solve. Get as many spares as you can to make the high score.



• • • BOWL

This is your standard game of bowling. Scoring is done by computer, so you don't even have to know the rules; just throw as many strikes and spares as you can!



BIG OR SMALL, SOUTH PAW?

Besides having three play modes, the game lets you choose your character, ball size and whether you're left- or right-handed. It's great fun to experiment with these factors, just to see which ones will help you bowl that perfect, 300-point game!



Practice

There are four aspects of play control: choosing where you stand, setting the spin and speed of the ball (using two different meters), and moving left or right as you throw. The Practice mode lets you perfect these maneuvers as well as work on specific problems. By making adjustments each time you throw, you can see how the different factors affect how the pins fall.



Experiment with the play control to see what you can make the pins do.

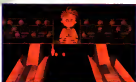
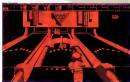


Challenge

This is the most challenging and possibly the most rewarding play mode. The computer will throw the first ball for each frame of a ten-frame game. The computer never gets a strike, leaving you to pick up the spare. The fun here is not in getting a perfect 300 score, but in solving all of the sticky problems the computer throws at you. Precise play control is crucial in this mode!

HEY! NO PROBLEM!

The pin formations are generated at random, and there are more variations here than what you'll find in the Practice mode. You'll probably be presented with a lot of splits, as these are the toughest problems in bowling. Luckily, there's no time limit on making your shot, so take your time.



NOT SO SIMPLE

Some problems may look simple, but a slip of the spin or power meter can send your ball in the wrong direction or barreling down the lane too fast. In fact, if your ball is going too fast, the force of its impact will flow along a straight line, rather than spreading out among the pins. Set your speed just below maximum for the best effect.

THE FUN SIDE OF PHYSICS

Splits are difficult, but not impossible, to turn into spares. The trick is judging where and how to hit one pin to knock it into another.

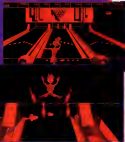


Hit the front pin on the left side to send it flying across the lane. You must approach from the left, but you can experiment with the spin control.

If the pins are arranged diagonally, don't throw the ball straight down the lane. Angle the ball along the line of the pins.

Bowl

This is your standard game of bowling, otherwise known as ten pin or turkey bowling. The object is to knock down all of the pins with one throw (a strike) or two throws (a spare) of the ball. You get ten chances (frames), and a series of ten strikes equals a "perfect" game of 300 points.



WHERE TO BEGIN

The most common beginner's mistake is to hit the pins straight up the middle. Chances are you'll cut a path straight through the pins, leaving some pins on the sides still standing. The best basic strategy is to stand slightly off to one side and curve the ball toward the other. As we mentioned before, keep your speed just below maximum.



Left-handers should stand to the left and right-handers to the right.

INCOMING!

Aim at the space right between the first and second pin. Try to make the pins fan outward from the ball, rather than fall back along the ball's path.



The idea is not to knock down all the pins with the ball itself, but to knock the pins against each other as they fall. It's the domino effect in action.

BUDDY, CAN YOU SPARE A SPLIT?

Unless you're a real lane brain, strikes may be few and far between at first. A good number of spares, though, can mean the difference between the thrill of victory and buying your buddies the next round of hot dogs. Keep working on any problem areas. It may take a while to perfect your technique ("that pin needs to go just a bit more to the left"), but with a few minor adjustments to

your game, you'll learn to tell which direction you should be going in.



TITUS RETURNS

WITH THREE PROMISING SUPER NES TITLES

Titus all but disappeared from the scene last year with three Super NES games waiting in the wings. This year, under new management, and after seeing the weak holiday sales of the Super NES, it is finally releasing Prehistorik Man, Ardy Lightfoot and Sink & Swim. Even though we covered both Prehistorik Man and Ardy Lightfoot last year, as the Titus titles arrive



in stores, we think they're worth a second look. This month, we're offering refreshers on the first two games as well as a brief look at Sink or Swim, a game we passed over earlier. For complete coverage of Prehistorik Man, take a look back at the six-page review that ran in June; for additional coverage of Ardy Lightfoot, see the March issue from last year.

PREHISTORIK MAN™

© 1993 TITUS

Hard times have fallen on Sam's prehistoric village. Late one night, after everyone had fallen asleep, a pack of lizards sneaked into the storage hut and absconded with the entire winter supply of food. Now the tribal Chief wants Sam to either get the food back or collect enough dinosaur bones to buy supplies for the chilly months ahead.



I WANT YOU TO COLLECT ENOUGH BONES TO BUY SUPPLIES FOR THE WINTER.



AT THE BEGINNING AND END OF EACH PREHISTORIK LEVEL, THE CHIEF CRIBSES YOUR PROGRESS THROUGH THE GAME.



23 PREHYSTERICAL LEVELS



Prehistorik Man is a hilarious side-scrolling adventure about man's earliest adventures. The hero, Sam, must collect bones to buy his tribe food for the winter. He has several friends along for advice. The Chief explains the object of every level, the Metallmith improves his weapons, and the Prehistorik Scientist designs several forms of prehistorik transportation, including a stone age motorcycle, a leopard skin hanglider and the Doga Bungi, a prototype of the pogo stick. If Sam collects enough bones, he can visit some of them in Kaestira continues at the Bone Shop.



LAVA BOMBS

The old, dormant volcano in Level 7 hasn't erupted in years, but rumors persist that a single misstep on a hot steam vent might build enough pressure to cause the mountain to blow its top. In the event of an eruption, run fast and keep an eye out for the shadows of hot rocks falling from the sky. Strike your club repeatedly against the boulders to break them down and remove them from your path. You can avoid frying your feet by climbing into the high tree tops at the first sign of rising lava.

FIERY FOREST

As soon as the volcano blows, hot rocks shower down from the sky and ignite the surrounding forest. In order to survive, Sam must flee through the high tree tops. Collect spears and throw them at the trunks of trees, then use the spear shafts as temporary ladders or spring boards to climb or leap above your smoldering problems.



Copwahamal! It's a giant, undead dinosaur! The final guardian in the Dino Graveyard is the only thing that stands between Sam and the happiest ending in prehistory. The dinosaur has a tough time trying to hit a moving target, so spring between the three platforms until you see an opening. Each club hit in the head takes a red notch off the dinosaur's life bar. Keep repeating the pattern until the undead dino is finally extinct.



CYCLE JUMPING

After collecting the four tattered pages of the Book of Knowledge, Sam must escape from the unruly villagers in Silesville. The Prehatorik Scientist has developed a Sports Wheel for a quick getaway, but Sam's needs to learn about stomp jumping and proper timing: press the B Button as Sam approaches the end of a ramp or he'll be all wet.



HIDDEN PASSAGES

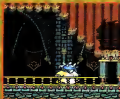
Your trusty club is your best friend and primary means of locating hidden food hoards. Swing your club in the air and pound it around on the ground to locate secret passageways and hidden steps. Look for stars bouncing off your club when you're pounding the ground. Stars indicate a weak floor or wall that's almost ready to collapse. Keep pounding until the ground caves in.



THE DINO GRAVEYARD



When combined, the seven pieces of the Mystic Rainbow grant anyone any wish desired. Unfortunately, the evil Visconti has a wish nobody else wants to see come true, and only Ardy Lightfoot can stop him. With your help, Ardy must complete this 17-stage, password-backed, platform adventure and find the pieces before Visconti gets his paws on them.



Who lurks behind the curtains? The evil Visconti has ordered his henchmen to stop Ardy Lightfoot at any cost.



ARDY LIGHTFOOT™



SUNFACED CORPORATION

ARDY AND PEC'S EXCELLENT ADVENTURE

Ardy Lightfoot is a side-scrolling action game that will appeal to skilled players (of the three games showcased in this update). Ardy Lightfoot is the most challenging, its tough play kept a result of diabolical foes or hordes of bad guys but of less than precise play controls. Ardy's jumps, especially his jump attack technique, are exceptionally difficult to master. Despite this rough edge, the game has an entertaining story line propelled by lively animated sequences throughout Ardy and Pec's adventure. Ardy lives in Prismland, a colorful world inhabited by enchanting characters and entrancing scenery. Players who enjoy games with cartoon-like graphics will be entertained by Ardy's quest for the fragments of the Mystic Rainbow.



Take a ride on the wild side. The cavern levels in Ardy Lightfoot feature fast action and a hilarious chase.



When you jump out of the falling tub and catch this ledge, you'll discover a hidden room and an extra life.

HIDDEN GOODS

Prismland is full of lost and hidden treasures. Some of the most valuable items in the game are the stars scattered throughout each level. Every time Ardy collects 100 stars, he earns an extra life. Explore every nook and cranny in each level for chests containing treasure. Depending on the chest, you might be rewarded with extra lives, stars, or power-ups that grant your character special abilities.

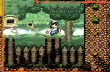
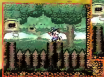


TURBULENT TUBS

In the caverns beneath the town and in several other stages in the game, Ardy and Pec encounter a series of rotating tubs. Jump into a tub, make a circuit or two, and look for a safe landing platform at the end of the dizzy ride. In tougher areas, Ardy must jump from one tub to another while keeping an eye out for foul enemies. Use Ardy's tail or Pec's invaluable appetite to remove the feathered birds hiding in tubs. Ardy can't jump on a rotating ride that's already occupied, so be sure to look before you leap.

TALL TAIL JUMPING

The Tall Jump is the toughest move to master in Ardy Lightfoot. Players must perfect this technique immediately or they won't last long. To properly execute Ardy's Tall Jump, press the Jump Button and hold it down as Ardy lands. If your timing is accurate, Ardy's tail will flash beneath him as he lands. Before Ardy has a chance to stand, release the Jump Button to make him leap higher than usual.



INDIANA ARDY

Ardy Lightfoot is one of those action games that separate the best players from the button-mashing pack. With the exception of the tough jumps, most players can cruise through the game's terrain until they meet a major enemy. The music jump attacks required to best the guardian, the tougher the enemy is to defeat. Players patient enough to learn to properly execute Ardy's jump attack, as well as gamers with extremely good hand-eye coordination, have the best chance of viewing the end credits in this tough but entertaining game.



With few exceptions, you must defeat most major enemies using Ardy's Tall Jump attack. Unfortunately, the game's play control short-circuiting makes these confrontations tough.

Far off the coast of Greenland, a cruise ship has struck an iceberg and is rapidly sinking. You're the only rescuer for a thousand miles. So all the passengers and crew are relying on you to save them. You must work your way up from the keel to the mast in this password-backed puzzler as you try to be the hero of the day. Depending on your skill and daring, you and the crew will either Sink or Swim!



SOS

SINK OR SWIM

ABANDON SHIP



Sink or Swim looks a little bit like the puzzle game, Lemmings, and like the Lemmings, the panicked crew and passengers on this sinking vessel lack the common sense they need to save themselves. You're the only brains left on board and it's up to you to guide everyone to the raft. Thankfully, the evolutions are somewhat predictable in

their behavior: they always climb up away from the water. Use your problem-solving skills to clear the obstacles in the evacuation route.

TAKE A TRAINING COURSE

While the controller functions in Sink or Swim are easy to master, the fast-moving levels can quickly fluster a novice. If you're feeling like you're all thumbs in your rescue attempts, reset the game and select the trainer mode. The trainer mode features a few typical levels with puzzles you'll encounter in the game. Unlike the normal game, trainer mode includes a picture of your controller with buttons that flash when you need to press them to perform a specific function. Continue your rescue effort when you graduate from training.



Trainer mode gets players into the game. The buttons on a diagram of a Super NES controller at the top of the screen flash to show players what they need to do next.

100 LEVELS OF FLOUNDERING FUN



Sink or Swim features 100 puzzle levels packed with spinning pistons, jammed airlock doors, bursting pipes, quirky conveyor belts, floating water and panicked passengers. The object of the game is to direct the passengers in each level safely to an exit and locate the access door leading to the next compartment. Some levels require perfect timing, while others test your critical thinking skills. Players fortunate enough to complete five consecutive levels earn an easy-to-remember password.

FULL PRESS

The speediest piston on this sinking sea is the laser, which can slash you faster than a sea cucumber at low tide. Safety appears to be an afterthought on this doomed vessel. As a highly trained rescuer, you must use your lightning-fast reflexes to pass smoothly and skillfully between the pounding steel, but you should find another route for the evacuees.



BELTS

While the ship's conveyor belts are normally used for transporting cargo, they can also carry passengers and crew members to safety. Use the hanging belts to keep panicked crews from falling

off in the wrong direction. You can reverse the direction of a conveyor belt by standing in front of the belt control switch and pressing the Y button.



BLOCKS

Blocks, ice cubes and scattered luggage can help or hinder your rescue efforts, depending on where they end up when you move them. Use a bomb to blast the objects out of your path, or activate a conveyor belt to move them to a desired location. Keep an eye out for falling cargo: A falling block can squish unlucky passengers, including you.



LIFE PRESERVERS

The object of some levels in Sink or Swim is simply to get everyone into a life preserver before the rising water fills the chamber. To open a glass

cock containing a life vest, stand in front of the box and press the Y button. After you release it, the vest falls down to the surface of the water, where it can be picked up by a swimmer.



Sink or Swim's 100 leaky levels are divided into five color-coded regions. While levels vary in difficulty, the complexity of each puzzle gradually increases as players progress through the game. Solo II veterans might find Sink or Swim slightly on the easy side, but the overall theme of the game is entertaining and leaves players wondering what new hazards they'll encounter in the next compartment.

Sports

SCENE



PGA EUROPEAN TOUR

84

Use PGA Tour '96 on a European vacation! Black Pearl takes you out on some of the most prestigious links in Europe, but you might wonder if it's all déjà vu. Tee it high and let it fly in PGA European Tour.



NBA LIVE '96

88

It's portable basketball with all the statistics, NBA teams, and real players. If you're a basketball fiend looking for a fix, this game is what you need. Get ready to crush the boards in NBA Live '96.



FIFA SOCCER '96

88

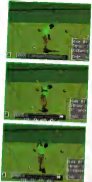
If Super NES FIFA doeser '96 rocked your socks, you're in for a thrill when you play the Game Boy counterpart. Check out the latest and greatest soccer game ever to be kicked around on a portable system.

The Sports Scene shifts into high gear in the New Year, touting a new look and the same straight talk. This month we span the globe to check out the latest releases, jetting to Europe for the PGA European Tour, North America for NBA Live '96, and then just about anywhere they kick a round ball for FIFA Soccer '96.

PGA EUROPEAN TOUR

by Black Pearl

Winter is the time of year when golfers dream of warmer days and lush green fairways. But why not dream big this year? How about golf in Europe! Black Pearl Software lets you fulfill your fairway fantasies in PGA European Tour. The game features five prestigious European courses: the Crans-sur-Sierre in Switzerland, Wentworth in England, Le Golf National in France, Spain's Valderrama and the Forest of Arden, home of the English Open. Players can take on the professional golfers who frequent the European golf circuit, including Italy's Costantino Rocca, Scotland's Colin Montgomerie, Germany's Bernhard Langer or seven other professional golfers. Each European pro possesses a unique golf swing and approach to the game. Select from four modes of golf competition: Match Play, Shoot Out, Stars Game or the 72-hole, four-round Tournament mode. A battery-backed memory saves each player's vital statistics, from Par Saves to total golf winnings (all winning amounts are in British pounds), and a customize option lets gamers pick clubs to put in their bag. PGA European Tour is compatible with the Tee V Golf accessory, the only licensed golf club simulator available for the Super NES.



Players of PGA Tour '96 will find striking similarities in PGA European Tour's programming design. In fact, aside from the individual courses and featured professional golfers, the games are identical, presenting some obvious pros and cons. Golf enthusiasts who perfect their playing skills in one game will easily adapt and quickly climb the leader board in the other. Aside from getting used to new golf courses, the learning curve for Tour savvy players is non-existent. Games who were frustrated by the quirky putting and lack of a wind indicator on the overview screen in PGA Tour '96 will be disappointed to learn that those elements haven't been changed for PGA European Tour. If the putting really bothers you, select the Putting Green mode and practice your short game as, if it suits your style of play, simply select the Mulligan option and take your putt again.

The game does a great job of setting the flavor and drama of life as a professional golfer and golf fans can measure their total winnings against the real tour money leaders (Colin Montgomerie topped the list in 1995 with a total

Options are the key ingredient in any successful sports game, and PGA European Tour has plenty of them. Visit the Pro Shop and work on your swing, perfect your short game or compare your statistics with the records of other players.



of \$B35,051.40) and play courses they might otherwise see only on television.

If you're looking for a golf video game that showcases some of the best courses on the European tour or if you want to play against the top players on the European professional circuit, PGA European Tour is your game of choice. But if you already own PGA Tour '96 and you're looking for a new and innovative format for a golf game, you might want to consider other golf titles available for the Super NES.



The best way to learn about a specific course is to watch someone else play it. Walk the links with a pro and watch where they aim. Keep in mind that the professionals featured in the game have individual methods for reaching the green.



Select one of ten tour pros as a rival and square off in Match Play, Shoot Out or Stone Game mode, or, if you can't make up your mind, take on everyone in 72-hole Tournament play.

Crans-sur-Sierre

Hole #14 556 yards par 5

trans-sur-Sierre's 14th is the longest hole on the 6,739-yard course. A sliver of rough intrudes on the tee shot landing zone, and power hitters are penalized if they push too far. The key to conquering this hole is the lie of your second shot. If your ball finds a good lie, you can use a fairway wood to cut down the distance on your approach shot. Three bunkers and a small lake guard the green. Having the wind to your back is to your advantage on this hole. Crans-sur-Sierre is the Home of the



Canon European Masters, a four-day tournament held the first week of September. The 1995 event was won by Mathias Jonberg, who scored an 18-under 270.



The 14th at Crans-sur-Sierre plays in your favor if the wind is at your back. The key to conquering this hole is hitting a solid second shot with a fairway wood.



Forest of Arden

Hole #9 460 yards par 4

the long, par four 9th at Forest of Arden is the wettest hole on the 7,102-yard course. To safely reach the fairway, tee shots must carry at least 190 yards. Sliced tee shots that cross the water are swallowed in the tall grass bordering the right side



of the fairway if you find yourself in the rough, pitch your ball back onto the fairway instead of risking an approach shot through the trees. A pair of deep bunkers serve as final hazards, snagging weak approaches to the green. Power hitters can usually find their balls in the deep rough behind the hole.



The shoe from the pro tee box on the 9th makes or breaks your chance for birdie. Play it straight and you'll encounter few problems from the middle of the fairway.



Le Golf National

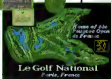
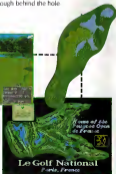
Hole #13 394 yards par 4

the tricky 13th at Paris's Le Golf National is unlucky only for aggressive or foolish players. The 394-yard hole is guarded by four enormous lakes—water is the most common hazard on the 6,966-yard, par 71 course.



Stay on the fairway and stay out of trouble. Water and tall trees prevent anything but a straight approach to the green. Corner cutters are harshly penalized.

Credny players attempting to shortcut the dogleg usually end up with ripples on the lake and a penalty stroke. The front edge of the green is surrounded by water, and a barrier of trees blocks approach shots that veer left or right. To land safely, select an iron with a high loft and aim for the back of the green. If you play the hole conservatively, your best shots will give you an occasional birdie putt on the green.



Valderrama

Hole #17 508 yards par 5

Valderrama's par five 17th lets players pick their potential hazards. After knocking the tee shot to the corner of the dogleg, players must choose their approach shots to the hole. Shots aimed at the left side of the green risk the chance of getting soaked. Shots landing too far right of the green are nabbed by a large bunker. Balls rolling off the back of the green have a 50/50 chance of landing in either hazard. If you want to play it safe, hit a fairway wood approach shot to the apron on the right side of the green. Bunker shots look better on your scorecard than a one-stroke water penalty.



You can pick your poison on this meek green, but the smart players tend to approach from the right side of the green. Anything to the left is usually ill-wet.

Wentworth

Hole #13 441 yards par 4

Trees line both sides of Wentworth's 13th, knocking errant shots down or deflecting balls out of play. A small fairway bunker snags sliced tee shots and three more bunkers surround the green. As if you didn't have enough to worry about, a small creek sixty yards from the hole awaits poorly positioned approach shots. Unless the wind is gusty, launch your tee shot just right of the trees on the left edge of the fairway. You'll shorten the dogleg and take the fairway bunker out of play. Play it straight down the middle if the wind is perpendicular to the tree box.



If there's no wind, left is right on the 13th's tee shot. Anything sliced is sucked up by the seemingly innocuous fairway bunker in the corner of the dogleg.

Wentworth Club

Wentworth Club
Sumner, England

Home of the
VOLVO
PGA TOUR

NBA LIVE '96

by Black Pearl



Rush the boards and stomp your feet, the basketball game is hard to beat. Black Pearl introduces NBA Live '96, a game loaded with action and options. All the NBA teams and players are here. There are three modes of play: Exhibition, Season, and Playoffs. A password save option saves your progress in Season and Playoff modes. And because all basketball fans have their own opinions of how the sport should be played, NBA Live lets you choose between Arcade mode, where players never foul out or get tired or injured, and Simulation mode, where you get every NBA reality except salary negotiations. If you can't make up your mind about the rules, or if you're a replacement referee looking for inspiration, a custom mode lets you select the



How does your team measure up against the competition? The match-up menu ranks your team according to scoring, rebounds, ball control and defense. If you're still unsure, compare the overall page: the longest gauge is favored to win.

rules and regulations to suit your own style of play.

The team selection menu is informative and easy to use. Every NBA team is ranked by scoring, rebounds, ball control, and defense. Since NBA Live '96 is a one-player game, many players opt for the thrill of playing an entire season. Fans can select from a regular 82-, a 36- or a shortened 26-game season. When playing in Season mode, you can trade starting players with other NBA teams (remember that the trading deadline is February 24th). Make sure that you take



Season mode features an informative Team Schedule menu that lets you preview your competition in the coming months. The "simulate" command takes control of the games you want to sit out. You play who you want and where you want.

Slow a pass down before you turn off the game, or the trade is off. If the notion of an 82-game season seems too intense, select the "simulate" option and catch your breath.

The game's play control features steals, fake shots, alley-oop passes, and blocking. Depending on the player with the ball, you'll see a variety of jump shots and slams at the basket. If you want some added flash, plug NBA Live '96 into your Super Game Boy and check out the colors. Team uniforms and arenas are highlighted for extra clarity. NBA Live '96 definitely gives sports fans a bang for their basketball buck. In short, this portable game is a turnaround jump shot that hits nothing but net.



NBA Live '96 is great for those away games with your Game Boy. A handy password option lets you save your season and playoff records. Although the action looks small, basketball fans will like what they see in this portable sports game.

FIFA SOCCER '96



Ever wonder how a German league team would stack up against a World Cup contender? Select the Friendly mode matchup and find out. Friendly mode does not imply, however, that your opponents will be pushovers.

FIFA SOCCER '96



FIFA SOCCER '96

by Black Pearl

IFIFA Soccer '96, one of the hottest soccer games for the Super NES, is now available for Game Boy. Unlike some portable sports translations, this game has features identical to its Super NES counterpart, including a ton of menus, statistics and options. You get the real teams in real leagues with authentic players, modeled after



FIFA Soccer '96 not only includes extensive options but lets you adjust the game to suit your preferences. Change the game language, adjust weather conditions or penalties, or make injuries a reality (in the game, that is). The Injuries option in League, Tournament and Playoff games is very realistic. Depending on the severity of the injury, the player may roll around on the field for a few minutes or sit out an entire series of games.

Is the ref in your face? You can adjust the official calls to range from no fouls to a full deck of red cards. Pause the game and change your game strategy, coverage, formations or even make a player substitution. FIFA Soccer

is the ref in your face? You can adjust the official calls to range from no fouls to a full deck of red cards. Pause the game and change your game strategy, coverage, formations or even make a player substitution. FIFA Soccer

has plenty to please and little to disappoint. If you've been waiting for one of the best Game Boy soccer games of the new year, be happy. You didn't have to wait very long.

FIFA SOCCER '96



Whether it's protecting your lead or going for broke at the last minute, the strategy menu lets you pick new tactics at any point in a match. If you don't think a game plan is important, try winning in league play with no strategy at all.

their individual strengths and weaknesses, and you get a big game out of a little cartridge. The screen perspective is big, and with the exception of



Get through the read of confusing formations: FIFA '96 includes only the five most common and popular formations used by soccer teams throughout the world.



Only the STRONG
survive in the...

ARENA

ARENA ON-LINE!

Arena players will soon join the Power Players with the best scores, times and the ultimate Power Award records on Nintendo PowerSource on America Online. In addition to seeing your game in the pages of Nintendo Power Magazine, your outstanding accomplishments will appear on America Online, where thousands of gamers can check out the last word on who's who of the very best. America Online subscribers can check out Nintendo PowerSource by entering the keyword "NOA."

CHALLENGE #1



YOSHI'S ISLAND WORLD 6

The Yoshi's Island challenge series culminates with World 6. Can you get 100% in all the levels of this final world? You can't take a hit when you confront Bowser in his castle. The first twenty entries with perfect scores in World 6 receive two Super Power Stamps. Crybabies need not apply.

KILLER INSTINCT

It's no secret that the UltraTech's cybernetic soldier can't be controlled. Now we want you to get out of control and cyberslash your way to the top of the Fulgore scoring list. Select Fulgore and blast away in two player mode. The top ten Fulgore scores control the Battle Zone and shut away with two Super Power Stamps.

CHALLENGE #2

DEFENDER

Time to get retro in a classic confrontation. Plug Defender into your Game Boy or Super Game Boy on your Super NES and blast your way to fame. Remember to save your Smart Bombs for the final waves of mutants. The top ten scores hit hyperspace with two Super Power Stamps and the eternal gratitude of the galaxy.





BATTLE ZONE

Killer Instinct

This month's Battle Zone features the top Game Boy scores for Killer Instinct, and the Great White North makes a stunning comeback. Canada exorcises a Gengar Move in the Battle Zone and walks away with the top honors. Don't mess with anyone with a last name like Lukonen! We even triple-checked the spelling. The West stays above the cool ml mark in second place and Texas pride keeps Central alive.



Nathan Lukonenko	Kitchener, ON	1,062,800
Derek Weira	Concord, CA	1,042,000
Aaron Smith	San Antonio, TX	1,012,500
Al Tilman	Pecos, TX	1,012,500
Scott Isokane	Honolulu, HI	1,004,200
Charles Lota	Chesapeake, VA	989,000
Kristofer Costa	Melrohan, VA	955,000
John Darley	Elizabeth, WV	810,500
Jeff Stovall	Highland, IN	758,500
Damon Smith	Elizabeth, WV	730,500



SUPER PUNCH-OUT!

Best Times for Defeating Nick Bruiser

Jim Mishak	Amherst, OH	0'08"79
Neil Sobel	Miami, FL	0'09"35
Don Krueger	Pittsburgh, PA	0'10"79
Mike Holland	Corona, CA	0'11"18
Mark Schneck	Whitehall, PA	0'11"32
Stan Uy	Norwich, CT	0'11"75
Jim Jones	Streamwood, IL	0'12"60
Aaron Becker	Coring, NE	0'13"62

DOOM

Best Times for 100% in the First Level

Nate Grant	Seymour, MO	1:22
Aaron/Vince Boreedo	Eden Prairie, MN	2:46
Drew Bannister	Clarkston, GA	5:17
Tony Bower	London, ON	6:59:17



ENTER THE ARENA

Be sure to include your name, address and Member Number on the back of your photo when you send in your entry for one of our Challenges. All entries to the Challenges printed in this issue must be received no later than March 31, 1996 to qualify for the Power Stomp prizes. The players who best complete each game receive four Super Power Stamps for use towards the purchase of Super Power Supplies. Nintendo Power Staff determines the selection of printed scores. Address your entries to:

POWER PLAYERS' ARENA
PO BOX 97833
REDMOND, WA 98073-5733

Before you can enter one of the challenges, capture your score on film. Be sure to include a picture of your Super NES in the photo of your high score. Dim the lights in the room, then take a few photos without a flash. When taking a photo of a Game Boy, place it on a flat surface and snap a shot using natural light (NO FLASH). Using a game enhancement device results in disqualification.

NINTENDO POWER

PLAYING

YOUR POWER GUIDE TO THE LATEST RELEASES

FEBRUARY 1996

ARDY LIGHTFOOT



**PASS
WORD**

Company.....Titus
Release Date.....January 1996
Memory Size.....8 Megabits

What do you do when you find a piece of the rainbow?



If you're Ardy Lightfoot, you make a wish come true. Ardy and his round, Kirbyish pal, Pec, travel through 17 stages of the Prismland in this side-scrolling Super NES adventure from Titus, searching for seven

pieces of power. Their quest takes them through a vast range of areas including a mine, a ghost town, a monster's stomach, a pyramid, a pirate ship, and a series of castle areas. Ardy's moves include throwing Pec and making super jumps by using his own



tail as a pogo stick. He also stretches himself into an invisible, untrappable form to throw off enemies. The game doesn't do much of anything new, but it does many things well. Originally, the game was scheduled to come out last year, but it never made it. This month, Nintendo Power puts you on the path to end of the rainbow.



Non graphics and good play control



Not much innovation. Lots of repetition

JACK BROS.



**PASS
WORD**

Company.....Atlus
Release Date.....November 1995
Memory Size.....8 Megabits

Race against time and terror in Atlus's first Virtual Boy adventure.

It's Halloween and the witching hour approaches for Jack Frost, Jack Lantern or Jack Skeleton—three lairne creatures who can't be caught away from the underworld after midnight or they vanish in a flash of red LED vapor. Led by a Posee through maze areas filled with enemies, the Jack of your choice has a chance to get home only if he beats the clock in each level, which may consist of three or four stages. Each stage has three or more keys Jack must collect and several enemies that must be dispatched. The final stage in each level contains a power-

**ICON
KEY**



1-PLAYER
MODE



MULTI-PLAYER
ALTERNATING



MULTI-PLAYER
SIMULTANEOUS



PASS-
WORD



BATTERY-BACKED
MEMORY



GAME
LINK





SUPER GAME BOY
ENHANCED



SUPER
FLDIP



ful guardian: if you defeat the guardian, you are awarded points and a password. Much of the play in Jack Bros. is classic maze stuff, but the game has a surprising adventure feel to it, as well, partially due to the overhead graphic perspective that is reminiscent of a Zelda game.

-  Good graphics: The clock keeps things moving. More challenging than you might expect. Passwords.
-  Poor text: Fairies orbit! owww!

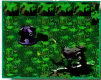
MECHWARRIOR 3050





Company.....Activision
Release Date.....November 1995
Memory Size.....12 Megabits

MechWarrior returns for an in-depth look into the future.

No, this isn't a rerun. MechWarrior may have been out for a few months, but we're stepping back into the future world of FASA to bring players a more strategic look at the game. Why? For one thing, it's tough. Each mission consists of being dropped on a planet with one heavily armored combat mech unit. You choose your weapons, then stomp off to meet the enemy. Besides controlling the three weapons systems, mech pilots also control movement of the mech and the pivoting upper turret section, so you can walk in one direction and shoot in a second direction. The missions play out in much the same way as the Strike games from Electronic Arts. On each world, you have multiple mission objectives. It's up to you to determine which targets should be your priority and which can wait. The two-



player option allows two pilots to control the mech. While one of you steers, the other pivots the turret and fires the weapons. This month's strategic review should help pilots penetrate enemy lines without overheating their mechs.

-  Cool theme: Good control. Password for saving progress.
-  Very tough at first. Sharp learning curve.

MEGA MAN X3



Company.....Capcom
Release Date.....January 1996
Memory Size.....16 Megabits

X marks the spot for mega maniacs.

Capcom stirs the pot one more time in order to dish out the third Super NES game in the Mega Man X series. The X games feature excellent graphics powered by Capcom's C1 chip in the Game Pak. Similar to Nintendo's FX chip, the C1 makes it easier to produce special graphics effects such as large enemies and tons of sprites on the screen. In this game, Mega Man X finds himself battling the reprints one more time. In this side-scrolling adventure, he has the assistance of Zero, who can be called upon at almost any time. The layout of the game follows the tried-and-true Mega Man formula. You fight through any of the eight levels in order to win the special weapon from the stage end guardian robot, then use that weapon in other areas. Mega Man X3 presses all the right buttons, but it won't surprise any Mega Man fan with innovation or originality. Power plunges into the mega fray this month.



-  Good graphics, play control and lots of action. Fun.
-  If you've played one Mega Man game.

NBA LIVE '96



Company.....Black Pearl
Release Date.....January 1996
Memory Size.....4 Megabits

Play with the best in the NBA on the road, but maybe not in your house.

This EA Sports title appears on Game Boy and Super Game Boy thanks to Black Pearl. Virtually all of the options found in the excellent Super NES original can be found in the macro version. Those options include season or exhibition play,



trades, offensive and defensive plays that you can select, three levels of challenge, substitutions, auto-switching, custom rules and more. You can even simulate games instantly in the season mode so you can play a season from any point on the schedule. Although all the hoops and whistles will be found in NBA Live '96, game play itself doesn't live up to the standard set on the 16-bit system. The game animation tends to be slow. It's so slow on Super Game Boy (How slow is it?) that you could put down your controller, go downtown to a real NBA game, watch the game, get stuck in traffic coming home and have a good night's sleep all before you could complete one pass on this turtle. The speed and graphics improve if you play on an actual Game Boy, making this one of the rare games that is easier to play on the hand held system than on Super Game Boy. NBA Live '96 is definitely one for the road. This month, Nintendo Power goes on a road trip to test this mini bad boy of b-ball.

- Lots of options, NBA logos and players
- The Super Game Boy option performs poorly

NFL QUARTERBACK CLUB '96



CompanyAmerican Sammy
Release DateDecember 1995
Memory Size2 Megabits

Zounds! Where did the Quarterback Club go?

This year's Game Boy version of NFL QB Club, like its Super NES brother, has the regular football options but no special QB skill events. The Super NES game made up for that lack with a cool scenario mode and improved overall game play and graphics.



Unfortunately, the scenario mode and other enhancements didn't find their way to this Game Boy version. Players may play preseason, season, or playoff games with any of the 30 NFL teams using realistic play books for selecting plays. The Madden-like interface will be familiar to most sports fans, mak-

ing the game easy to pick up and play.

- Easy to learn. New teams
- No QB club skill events. No Super Game Boy enhancements. Poor sound

NESTER'S FUNKY BOWLING



CompanyNintendo
Release DateFebruary 1996
Memory Size16 Megabits

Nester finally sneaks into a real video game, and it's a bowl.

One of America's favorite games has surprisingly low video game counterparts, but that may change now that Nester's Funky Bowling for Virtual Boy is here. The one-time quarterer from the pages of Nintendo Power has found his dream world, a world in which he is the focus of everyone's attention. Nester bowls in three modes: a regular bowling game, a practice session, and a challenge mode. Two-players can take alternating turns in any of the modes. The physics of the movement of the ball and pins is very realistic. Some great animations rub it in when you miss a spare.



if you're seeing red, then it must be working. Don't miss this month's review.

- Very solid bowling action. Fun challenge and practice modes.
- Alternating play on Virtual Boy is awkward.

PGA EUROPEAN TOUR



CompanyBlack Pearl
Release DateFebruary 1996
Memory Size8 Megabits

Challenge Europe's finest golf courses and tour pros.

Five of the best golf courses in the world make up the Super NES tour for the latest of the EA Sports PGA golf series. Black Pearl used the SA-1 chip in the Game Pak for added graphic realism, just as in PGA Tour '96. Duffers who sink this game into their Super NES will find themselves on the links with professional golfers, challenging them stroke for stroke in



1-PLAYER
MODE



MULTI-PLAYER
ALTERNATING



MULTI-PLAYER
SIMULTANEOUS



PASS
WORD



BATTERY BACKED
MEMORY



GAME
LINK



SUPER GAME BOY
ENHANCED



SUPER
FX CHIP



tournament, skills and match play. Black Pearl managed to stuff the entire game into 8 megabits of memory (PGA Tour '96 was a fat 16 megs) and that efficiency could end up saving you a few dollars at the store. Power tours the continent in this month's Sports Scene.

Good graphics and interesting courses

Poor putting

PREHISTORIK MAN



Company.....Titus
Release Date.....January 1996
Memory Size.....8 Megabits

Caveman Sam must save the world.

The prehistory of Prehistorik Man included a false start last year when Titus thought the game would be released. Unfortunately, Titus didn't manage to get this action game out the door. Now, it seems as if PM will finally step out of the age of myth and into the

twentieth century for the Super NES. Players will unfreeze twenty-three levels of ice age bedlam, funky enemies and cool stages that include hang-gliding and unicycling action.



Although most of the action in Prehistorik Man amounts to side-scrolling stunts and hop and bop, you'll also find adventure elements such as the need to talk to other cave people, to

buy weapons, and to upgrade equipment and carry out missions for the tribe. This month's Titus review will cover some of the best features in PM, but if you want more, refer back to Nintendo Power Volume 73, June 1995.



Good graphics, play control, lots of variety Great fun, especially in particular stages where you have special abilities

The challenge isn't always very high Can be tedious at times Limited save feature

SINK OR SWIM



PASS
WORD

Company.....Titus
Release Date.....January 1996
Memory Size.....4 Megabits

Try to keep your head above water in this perplexing puzzler from Titus.



You're in a ship at sea that's taking on water and you are the only one who can lead the crew out of the complex maze of engine rooms and passages. It's literally a

matter of sink or swim in this Super NES action-puzzle game from Titus. In each of one hundred rooms, you must flip switches, hand out life vests, blow up obstacles and race the rising flood of water in order to save your crew. Borrowing heavily from the Lemmings school of puzzle games, Sink or Swim provides a challenge and some fun along with a few headaches. The theme may seem desperate, and sailors tend

to get squashed if you're not quick enough, but the graphics and music are light-hearted. Originally, the game was slated to be released last year, but Titus put it on hold along with



Prehistorik Man and Ardy Lightfoot. In January, all three games finally made it to stores in the U.S. This month, Power reviews all three titles in a special Titus roundup.

Challenging Fun

Infrequent passwords Lots of repetition

SYNDICATE



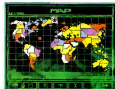
PASS
WORD

Company.....Ocean
Release Date.....July 1995
Memory Size.....8 Megabits

Power revisits the action and intrigue of the world-wide Syndicate from Ocean.

The Syndicate first appeared for the Super NES last summer when Nintendo Power ran a Take 2 in the July issue. Since then, we've taken a longer look and we believe other players may

want to do the same. What's the attraction? Frankly, it's not the graphics, which look like something out of a flea circus. Rather,



we found the mix of gaming elements interesting. Both the strategy and the shooting action and the four-player mode is one of a kind. The background story concerns cyborgs and international intrigue.

Your band of four agents tracks down the offending psychotic borgs, then retires them with extreme prejudice. In the four player game, each player controls one of four Syndicate agents. Some of the difficulties include learning the command functions and moving around interiors when your view remains on the outside of the buildings, but once you learn how to handle these awkward lapses in the game, you'll be hot for action. If you liked Shadowrun, you may also find The Syndicate pushes your button. Don't miss our full review this month.



- Both action and strategy required. Great music.
- Small character graphics. Slow learning curve. At times you can't see your character. Difficult control.

TOY STORY



CompanyDisney Interactive
Release DateDecember 1995
Memory Size32 Megabits



To infinity and beyond, there's nothing like Toy Story.

It's Andy's birthday party and the toys are freaking out. What new toys will arrive? Who will be replaced in Andy's affections? Such are the concerns of toys



everywhere. In Disney Interactive's Super NES action game based on the hit movie, Woody the cowboy must deal with the arrival of Buzz Lightyear, the space ranger who can't believe he's a

toy. The game actually uses the same 3-D computer models used in the movie by Pixar. The game graphics of Toy Story look phenomenal, although not as detailed as in the movie. Game play varies widely in the different stages, moving from fairly standard platform jumping and side-scrolling to overhead driving sequences and even a 3-D Doom-like area that recreates the alien crane game in the pizza parlor. Other favorite cinematic scenes that are represented in the game include Sid's mutant room full of mutant toys and the race down the street. Nintendo Power goes to the movies this month with Disney's Toy Story.

- Beautiful graphics. Variety of play.
- Play control feels a bit loose. Hit detection is poor in places. No waxes from the movie.

XBAND MODEM



CompanyCatapult
Release DateSeptember 1995

Link up for the ultimate in two-player gaming on the Super NES!

It may be a departure for Now Playing to cover accessories, but the XBAND modem from Catapult is cool enough to warrant the coverage. Two-player games almost always involve more surprises and more fun than single player games. That alone is enough reason to remind players about this great game playing option. Another good reason to include the XBAND in Now Playing is to dispel myths about the cost. A lot of people don't understand how the cost structure works. After the initial price of the unit, which is only \$19.99 you have one month free use of the XBAND network for as many game con-



ICON
KEY



1-PLAYER
MODE



MULTI-PLAYER
ALTERNATING



MULTI-PLAYER
SIMULTANEOUS



PASS-
WORD



BATTERY-BACKED
MEMORY



GAME
LINK



SUPER
GAME BOY



SUPER
FX

nects as you want. After that, there are two monthly plans: all you can stomach for \$9.95, and the limited connect for \$4.95, which includes 50 connects with anything over that costing an extra 15 cents each. You can also restrict your connections to local numbers so that you don't run up long distance charges. It's totally up to you. Even if you do play long distance, you can sign up with XBAND Nationwide, which lets you connect for \$3.95 per hour any time of day thanks to a deal XBAND



struck with MCI. More confusion exists about how the system works, but it's really very simple. The following games are supported on the Super NES XBAND at this time: MK 2, NHL '95, NBA Jam '95, Super

Street Fighter II, Madden '95, Madden '96, Weaponlord, Ken Griffey Jr. Presents Major League Baseball, Killer Instinct and Doom. MK 3 and NHL '96 may be ready by the time you read this and Super Mario Kart is just around the corner. All you need to play is the game, the modem and a phone. You plug the modem into your Super NES and the game into the modem. The modem line is plugged into the phone line. After that, you just fire up the Super NES and the modem automatically connects you to the XBAND network. You play against friends or unknown gamerns, write messages, receive e-mail, join in contests and leagues and play at any time. There are enough XBANDers already that you seldom have to wait for a partner.



Two-player competition at any time with some of the best games ever.



Easy to get hooked, but local play option helps

TITLE	POWER METER RATINGS				EDITOR PICKS	IDSA RATING	GAME TYPE
	G	P	C	T			
● ARDY LIGHTFOOT	3.4	3.4	3.5	3.5		K-A	ACTION
● JACK BROS.	3.3	3.3	3.3	3.3		K-A	ACTION
● MECH WARRIOR 3050	3.5	3.2	3.4	3.4		K-A	ACTION
● MEGA MAN X3	3.4	3.6	3.5	3.2	☆☆☆☆	K-A	ACTION
● NBA LIVE '96	2.4	2.4	2.4	2.8		K-A	BASKETBALL
● NESTER'S FUNKY BOWLING	3.3	3.3	3.3	3.5	○☆☆	K-A	BOWLING
● NFL QUARTERBACK CLUB '96	2.2	3.0	2.6	2.7		K-A	FOOTBALL
● PGA EUROPEAN TOUR	2.8	3.0	2.9	3.1	☆	K-A	GOLF
● PREHISTORIK MAN	3.8	3.5	3.8	3.6	○☆☆☆	K-A	ACTION
● SINK OR SWIM	3.3	3.1	3.0	3.1		K-A	PUZZLE
● THE SYNDICATE	2.9	2.5	3.4	3.5		K-A	ACTION
● TOY STORY	4.1	3.1	3.6	3.5	☆	K-A	ACTION

POWER METER

The Power Meter ratings are derived from evaluations on a five point scale with five being the highest score possible for a category. The categories are: G=Graphics & Sound, P=Play Control, C=Challenges, T=Theme & Fun

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SYSTEM KEY

● SUPER NES ● GAME BOY ● VIRTUAL BOY

Editors

If you like the same types of games as one of our Power editors, then check for his or her seal of approval above.

- Scott
Sports, Simulations, Adventures
- ★ Leslie
RPGs, Puzzles, Adventures
- ★ Jeff
Action, Sports, Fighting

- ★ Henry
Fighting, Action, Sports
- ★ Dan
Action, Adventures, Puzzles
- ★ Terry
RPGs, Simulations, Sports

IDSA Ratings

These Independent Digital Software Assoc ratings reflect appropriate ages for players. The categories include: EC=Early Childhood, K-A=Kids to Adults, T=Teen (13+), M=Mature (17+), A=Adult (18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1-800-771-3772.

PAK WATCH

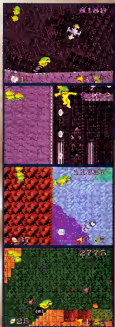
THE INSIDE SOURCE ON FUTURE GAMES

MOHAWK & HEADPHONE JACK

When F+HQ went shopping recently, they wound up buying a gem from Solid software called Mohawk & Headphone Jack. This Super NES game combines some of the best-known features of games such as Unrascers and Sonic the Hedgehog, wraps it in a funky soundtrack, spins you around with an innovative shifting of gravity and tops it all off with excellent options. But what's it all about? Mohawk and Headphone Jack, two bare bras with green and pink mohawks, respectively, live in enclosed, cavern worlds where arrow switches spin the center of gravity. Imagine that you are on the inside surface of a ball that rolls over when you hit

a switch. Inside shifting worlds, your character faces enemies, puzzles, warps and cunningly concealed areas. On your side, you have bombs, a great jump move, the ability to curl into a spiked ball for attacking ene-

mies, and power-up items such as the icon that turns Mohawk into a unicycle guy. Since the worlds are so large, a map function has been included. When you zoom out into map mode, you can scroll around the entire world, planning your next move. The Bot enemies are cool, although they are simple and exhibit no intelligence. The Mode 2 graphics, however, could use some work. The release date hasn't been set at this time, but it will be in the spring or summer, possibly as early as April



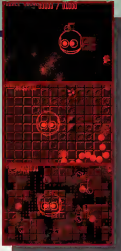
INSIDE SOURCE Extra

DEVELOPER — Solid Software
SYSTEM — Super NES
MEMORY — 16 Megabits
COMMENT — Funky and fast
RELEASE DATE — Spring '96

BOUND HIGH

We played Bound High in Japan at the last Shoshinkai, and, although no exact date has been decided at this time, the game is coming to the United States later this year. Virtual Boy players may be surprised by both the simplicity and the fun of Bound High as they control a bouncing sphere that knocks enemies off when it bounces on them. The trick is to stay on the play field, which is suspended high above the earth. Some blocks vanish if you bounce off them, and other blocks may reveal hidden puzzles, stars or other objects. The variety of playfields also presents a challenge. Sometimes, you'll find

large areas for easy bouncing. But other stages may have small, scattered blocks that require precision. Adding to the difficulty is the rebound angle when you hit a moving enemy. You don't necessarily bounce straight up in the air. Three modes of play—Quant, Puzzle and Random—offer enough challenge to keep players face-in for a long time, and a password lets you start from where you left off.



NEWS SOURCE Extra

DEVELOPER — Japan System Supply
SYSTEM — Virtual Boy
MEMORY — 8 Megabits
PLAY — Three modes and password

WAYNE GRETZKY HOCKEY

**NU 64
BREAKING NEWS**

Nintendo of America and Time Warner Interactive announced the forthcoming release of a new Dream Team exclusive title for the Nintendo Ultra 64. Wayne Gretzky Hockey for the NU 64 will feature the Great One himself. Time Warner Interactive



sources say that Wayne will work actively with the game's design



team. The first hockey game for the NU 64 will feature fully rendered, textured, 3-D players. An intelligent camera will select the ideal angle view as the action moves around the rink. The early design specs call for a four-on-four format that includes

goals. The game will also include the NHLPA license and all the names of NHL stars, with their statistics and likenesses. The hockey moves include an impressive library of animation for checking, penalty moves, face-offs, and forward and backward skating. TWI anticipates releasing the game in the fall of '96.

NEWS SOURCE Extra

DEVELOPER — Time Warner Interactive
SYSTEM — NU 64
PLAY — 4-on-4—arcade hockey
COMMENT — Coin-op version releases in summer



COLLEGE SLAM

College ball usually precedes the pro game, but in the case of College Slam, it follows in the footsteps of NBA Jam. The Super NES collegiate hoopster from Acclaim features graphics similar to the Jam games, but players taken from 44 college teams around the country, not to mention the school logos and

fraternity teams into the fray. The two-on-two battles feature alley-oops, coaching tips, announcers, hot spots, power-ups and a battery backed-up memory for saving season campaigns. Our best guess for the beginning of slammng season is this March.

ACCLAIM

even their fight songs. The three play modes include a head-to-head option for up to four players, a tournament with 16 teams, and a season mode. Acclaim has included player and team editing features and special on-court gimmicks such as net meltdowns and backboard smashes. You can also send one of eight

NEWS SOURCE Extra

DEVELOPER — Acclaim
SYSTEM — Super NES, Game Boy
STYLE — Arcade Basketball
PLAYERS — 1-4 simultaneous
Comment — 44 teams



CUTTHROAT ISLAND

The pirates of the Caribbean aren't just those brigands in a rde at Disney World, they were a brash breed of adventurers and desperados who plied the waters of the West Indies back in the seventeenth and eighteenth centuries. In Acclaim's swashbuckling Super NES game, due for release any day now, one of the most notorious pirates, Dawg Brown, searched for a legendary treasure on Cutthroat Island. As in the recent movie starring Geena Davis, the plot pits the lady pirate, Morgan Adams, against Dawg Brown in a race to find the three missing pieces to the treasure map. During the game, Morgan and her companion, Shaw, use their fencing skills to cut their way out of prison and through countless dangers on their way back to the Morning Star.

The two-player option works cooperatively, with Morgan and Shaw hacking and slashing the governor's thugs in loving unison. Cutthroat Island also contains two fighting options: sword fighting and brawling. The brawling option lets players mix it up with their fists, but be warned that your opponents will still be wielding forged steel. In addition to the swordplay, the adventure includes specialty stages such as a rde in a mine cart and an actual treasure hunt contest being held by Acclaim.



NEWS SOURCE Extra

DEVELOPER — Software Creations
MEMORY — 16 Megabits
STYLE — Side-scrolling sword fighting
PLAYERS — 1-2 simultaneous

1996 OLYMPIC SPORTS



This summer, the world's focus turns to Atlanta and the XXV Olympic Games. THQ will bring you the action on Game Boy with 1996 Olympic Sports, which is a tentative title at this time.

The track & field events include high jump, hurdles, pole vault, triple jump, javelin, shot put and 100-yard dash. Players also may participate in swimming

events, such as the freestyle and butterfly, or in other competitions including archery. Although the games in Atlanta won't start until the torch arrives from Athens, you will have a head start since the game will come out in May.



NEWS

SOURCE Extra

LICENSE — Olympics
MEMORY — 8 Megabits
COMMENT — 200 countries
Systems — Super NES, Game Boy



LOBO



Ocean warms up for its recently announced Mission Impossible game for the N64 by creating this reworked fighter using Silicon Graphics workstations and Alias software.

Lobo stars the comic book hero and five other tough characters including Kringle, Doc, Shada, Leo and Di Nitro. The three modes of play include Solo, Vs, and Practice. In practice, you can choose to match up any of the six fighters and test their moves. Solo is the one-player tournament and Vs lets you bash your buddies. The option menu includes three levels of difficulty, time limits, round limits, and music controls. Game play on the unfinished version we received had bugs, both large and small, so it was difficult to evaluate. The moves operated on standard tournament fighter control patterns and ranged from basic kicks and punches to special

NEWS

SOURCE Extra

DEVELOPER — Ocean of America
RELEASE — Winter '96
MEMORY — 24 Megabits
FIGHTERS — Six

long range attacks and auto-combos. Ocean hopes to have the fighter on the market this winter. We should have a completed copy and a full review in Power next month.



MORE TOY STORY

Toy Story looked great on the Super NES and the Game Boy version from T•HQ also makes use of the wonderful Pixar characters from the Disney movie. In fact, the Game Boy version looks a lot like the 16-bit game with Woody stumbling into adventures in Andy's room, the pizza place, Sid's chamber of toy horrors and elsewhere. The finished game will include at least ten stages from the Super NES game and major characters from the movie, such as Buzz Lightyear, Mr. Potato Head, Hamm, Rex and the Green Army Men.



MISSION IMPOSSIBLE

Nintendo and Ocean just announced another exclusive Dream Team title for the N64, Mission Impossible, due for release sometime later this year. According to our sources inside Ocean, players will have to solve puzzles involving realistic missions, such as getting past armed guards to infiltrate a secret base. Sounds like the TV show and the Mission Impossible movie, also due out this year. Early design specs call for a multiple, simultaneous player mode.

MOVES AND RUMORS

Who's on the move in the video game world? Hudson Soft for one. The American marketing branch of the Japanese company is moving its operations from the Bay Area to Kirkland, Washington. It should come as no surprise that Kirkland is located next to Redmond, home of Nintendo of America. GameTek, based in Miami, Florida, is moving its entire operation to the Bay Area. (Maybe they should check with Hudson's old landlord.) It's also been rumored that Scottish developer DMA will open an American development office in Colorado—apparently it likes the highlands.

THE SMURFS

The Smurfs head out on an adventure for the Game Boy from I. Motton, a new third-party publisher. Although the Smurf madness has declined in the U.S., Smurfmania continues to rage in Europe where this game was published by Intogames. The Smurfs includes a variety of platform action in three levels of difficulty and a password option for saving your progress. Large graphics and happy music emphasize the cuddle-quotient of the Smurfs. It may be too much for some gamers to take, but younger players will find a surprisingly good game with enough challenge to make it worth a trip to the store, where it should arrive in the next few weeks.



OLYMPICS FOR THE SUPER NES

T•HQ scored the license for the Atlanta Olympic games for the Super NES in addition to the Game Boy license. Both video games are due to be released in May, prior to the olli-

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cial games in Atlanta, and will include most of the same events from track & field, swimming and specialty events such as weight lifting. Pak Watch will bring you the first play review of both 1996 Olympic Sports games very soon.

NINTENDO 64 CONFERENCE

At Shushinkai last November, Mr. Yamaguchi of Nintendo Co. Ltd. announced that there would be a developers conference in Kyoto in December. At that conference, Japanese third-party publishers learned first-hand about the technical specifications for the new Nintendo 64 from the developer of the system, Mr. Takeda of NCL and several representatives from Silicon Graphics Inc. Among those companies that were represented at the conference were top Japanese video game publishers, including Enix and Capcom. News Pak has also learned from an inside source at Namco that the arcade powerhouse is hoping to develop games for the new 64-bit system.

Some of the topics discussed at the conference included the number of titles in development and the steps that third party publishers would have to take in order to make

Nintendo 64 games. Mr. Takeda estimated that Nintendo Company Ltd. would publish 14 or 15 Nintendo 64 titles per year. There will be no limit

on the number of third party games, but hopeful publishers must demonstrate how their games will take advantage of the Nintendo 64's advanced graphics and play control systems.

NCL hopes to insure an extremely high standard for the games that appear on the new system. In addition, games that appear first on arcade systems will have to include unique elements for the Nintendo 64. Further mention was made with regard to the 64DD, the disk drive system for the Nintendo 64. It was announced that the 64 megabyte magnetic RAM disk drive unit will fit beneath the Nintendo 64 console as a stacked formation.



RELEASE FORECAST



BASH MARTER II
COLLEGE BLAM
CARGOYLER
KEN GRIFFEY JR.'S WIRNING KUR
LORD
THE LOST VIKINGS II
NAVI MALLARD
NONAWK & HEADPHONE JACK
IRRG OLYMPIC SPORTS
PINOCCHIO
POCARONTAR
ROAD RAIN
RUPER MARIO SPC

SPRING '96
WINTER '96
WINTER '96
SPRING '96
WINTER '96
FALL '96
SPRING '96
SPRING '96
SPRING '96
SPRING '96
SPRING '96
SPRING '96



SOUND RICH
3-D TETRIS
VIRTUAL FISHING

UNDECIDED
WINTER '96
WINTER '96



NHL '96
POCARONTAR
THE SMURFS
TOY STORY
1996 OLYMPIC SPORTS

WINTER '96
WINTER '96
WINTER '96
WINTER '96
SPRING '96

PLAYERS

POLL

CONTEST



Disney
**Toy
STORY**
GRAND
PRIZE

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Volume 65 (Oct. '94) Super Punch-Out!, Final Fantasy III, Mountain King vs. Mighty Muscle in Prison, Rumpelstiltskin NES, Pac-Man 2: Electric Blue, Bronx Lead, Mega Man 4 (Game Boy), Mutual Assault II (Game Boy), Mega-Oh! Koolha, Donkey Kong Country preview (Game Boy), Super NES preview.

Volume 66 (Nov. '94) Donkey Kong Country by Nintendo, EA Hockey III, Final Fantasy III, Barbara Jones' Legends, Adventures, Super Adventure Island II, Wild Snake, Contra, The Alien Wars (Game Boy), Killer Instinct preview, Mortal Kombat III (Super Nintendo).

Volume 67 (Dec. '94) Demetri's Game, Earthworm Jim, Zero the Kamikaze Squirrel, Super Raptor, of English Unions, The Star Wars: Yoda's (NES), Samurai Shodown (Game Boy), Wars (Game Boy), Game Progress.

Volume 68 (Jan. '95) The Donkey Kong Super NES, Robotech, The Adventures of Batman & Robin, Pitfall: The Mad Mad Adventure, Secret Super Star, Teku Star (Game Boy), Adventure of Super NES, NBA Jam (Game Boy), Daily Duck, The Marvel Comics, Madden '95 (Game Boy).

Volume 69 (Feb. '95) Mega-Man X2, Kirby's Dream Course, The 100 King (Super NES), Sports Soccer, Madrasian (Super NES), Devil's Strike, Rastan in the Land (Game Boy), Super Punch-Out!, Donkey Kong Land preview.

Volume 70 (Mar. '95) Wild, Jack Williamson's Science, Metal Warriors, Sports Gammas, Friends In Meats (Frogger), The Incredible Hulk, Back to Back (Game Boy), The Knights of Justice preview, Earthbound preview.

Volume 71 (Apr. '95) Star Line, Spider-Man: The Animated Series, Additional Study Values, The Last King (Super NES), Squashies or March, Persona, NBA Jam (Game Boy), Lucas, News on the Net, Secret of Evermore.

Volume 72 (May '95) Kirby's Dream Land 2, The Last, Justice League, Jack Force, The Phantom, Wu Jia, Parks, Pigs, Harvest Moon, Final Fantasy Special, PGA European Tour (Game Boy), More of Rastan II (Super NES), Snake Preview X, Braid, Madrasian, Nintendo Power Online.

Volume 73 (June '95) Wagon Land, Earthbound, Star Trek: Deep Space Nine, Donkey Kong Super, The Last of the Great, Min, Jungle for the Rise of the Phoenix, Super NES Killer Instinct (Super Preview), Virtual Boy Life Fitness, N64 revealed.

Volume 74 (July '95) Donkey Kong Land, Judge David Madrasian, Jungle Strike (Super NES), Assassins (Game Boy), Power Instinct, NW & T, Koolha, Super Raptor, The Movie, World Heroes 2 Jrs. (32-bit), ACM Programming, Super NES RPGs in Japan.

Volume 75 (Aug. '95) Virtual Boy Special, March Events, Galactic Pitfall, Teknoman, Marvel Jobs, Yoshi's Island Super Mario World 2, Super Fighter II, Phoenix 1990, Super Contra Strike, Judge David, Avastar-Jones, Earthworm Jim (Game Boy), Laramie Tigger, Secret of the Stars, Dungeons Game, Programming College.

Volume 76 (Sept. '95) Killer Instinct, Doom, Red Alarm, Virtual Boy Golf, Landworm, Legends X, The Mask, Dragons, The New Last Super Fantasy, Golden Axe (Game Boy), Donkey Kong Land 2, The Nintendo, Chicago Tigger, Rastan: the Three Kingdoms II, H. Lincoln & M. Antonio profile.

Volume 77 (Oct. '95) Super Mario World 2 Yoshi's Island, Batman Forever, Final Fantasy, NBA Jam (Game Boy), Mega Man 7, Metal Force, Run & Bomb, Akuma (Game Boy), Crochoman, Secret of Evermore, Super Mario RPG preview, Sports Scene.

Volume 78 (Nov. '95) Mortal Kombat 3 (Super NES), Spideeman and Ninjas in Japanese Adventure, Bigly's Trooper, Boogerman, Jack Whitehead (Virtual Boy), View of Legend, Baseball, Killer Instinct (Game Boy), Super Raptor of the Jet, De Gaulle, Jack Whitehead, Secret of Evermore, Anniversary, Call Back, Super Scene.

Volume 79 (Dec. '95) Donkey Kong Country 2, Debi's Kong Quest, Mario Land (Virtual Boy), Waterworld (Super NES), Sports Scene, WY! Metal Man: The Arcade Game, Ninja Stars (Game Boy), More of Rastan II (Game Boy), Metal Force 3200, Ultra Super Super NES, Shogakukan Preview, Secret of Evermore, FDO II.

Volume 80 (Jan. '96) Earthworm Jim 2, Shogakukan Ti-Lo Show Special, Revolution X, Doctor Doom's Mansion, Chameleon, Breath of Fire II, Secret of Evermore, Scooby-Doo, PGA Golf '96 (Super NES), Final Fight 3, Jack Jaws (Virtual Boy), The Mask, The Game Preview, Thomas (Game Boy).

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